

Schematic Package

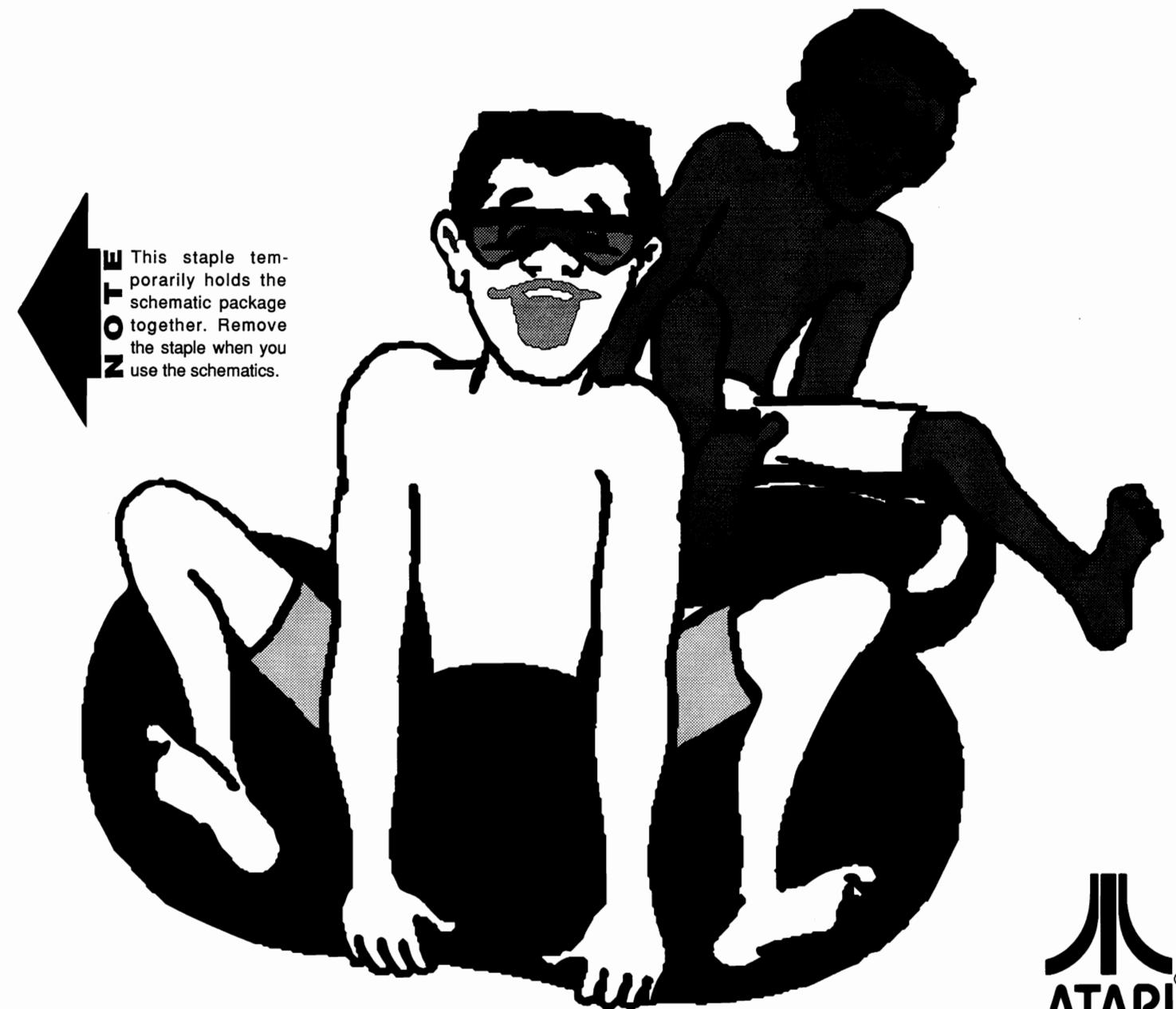
Supplement to the Operators Manual

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NOTE This staple temporarily holds the schematic package together. Remove the staple when you use the schematics.

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Faulty RAM/ROM Tables

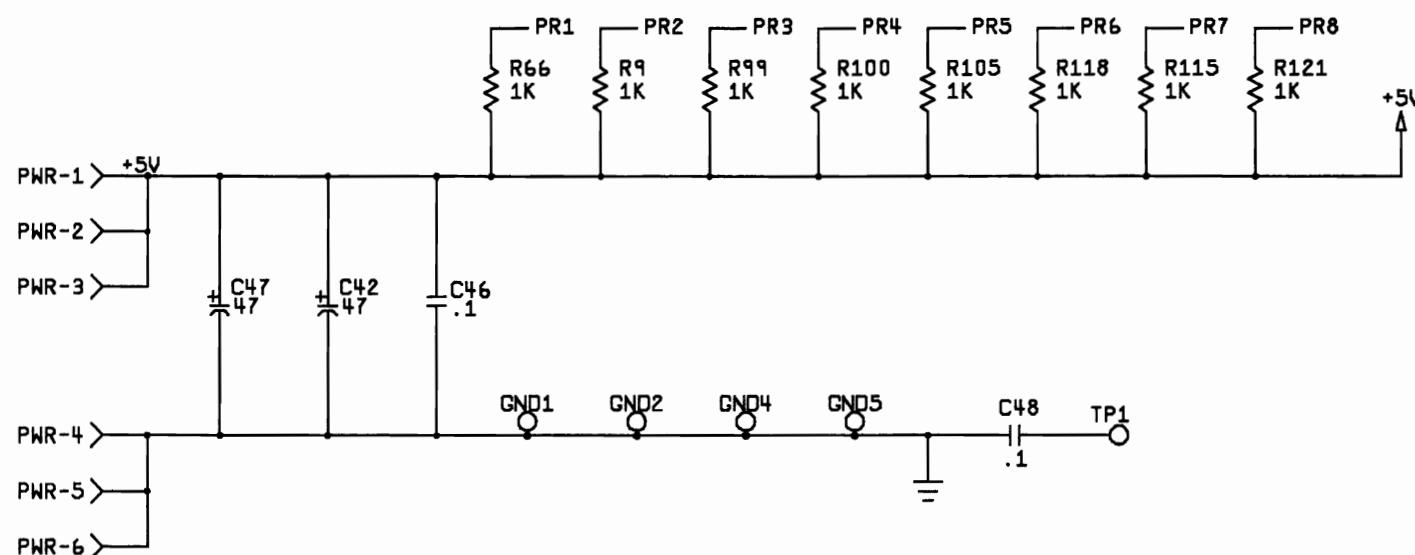


Table 1 Faulty RAM Locations

Ram Type	Location	Video Display Characteristic
CPU	7J, 7F	Background color is red.
PF	1E, 3E, 4/5E	Background color is green.
AL/MO	17D, 18D	Background color is blue.
COL	8J, 9J	Background color varies between red, white, and blue.

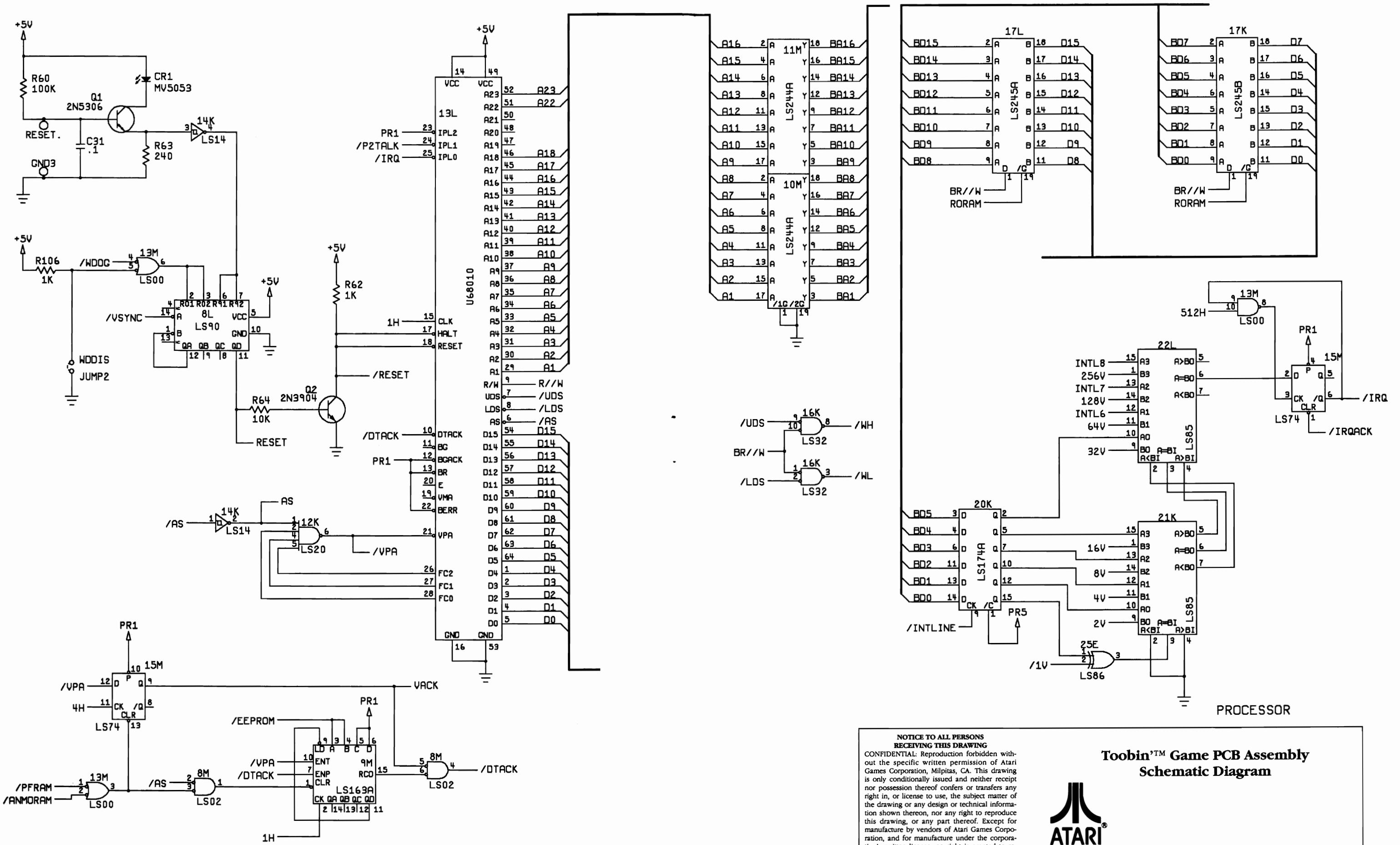
Table 2 Faulty ROM Locations

Error Address	Location on Game PCB	
00000	U = 1J	L = 1F
20000	U = 2J	L = 2F
40000	U = 4J	L = 4F
60000	U = 5J	L = 5F

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Toobin™ Game PCB Assembly
 Schematic Diagram, Faulty RAM/ROM Tables





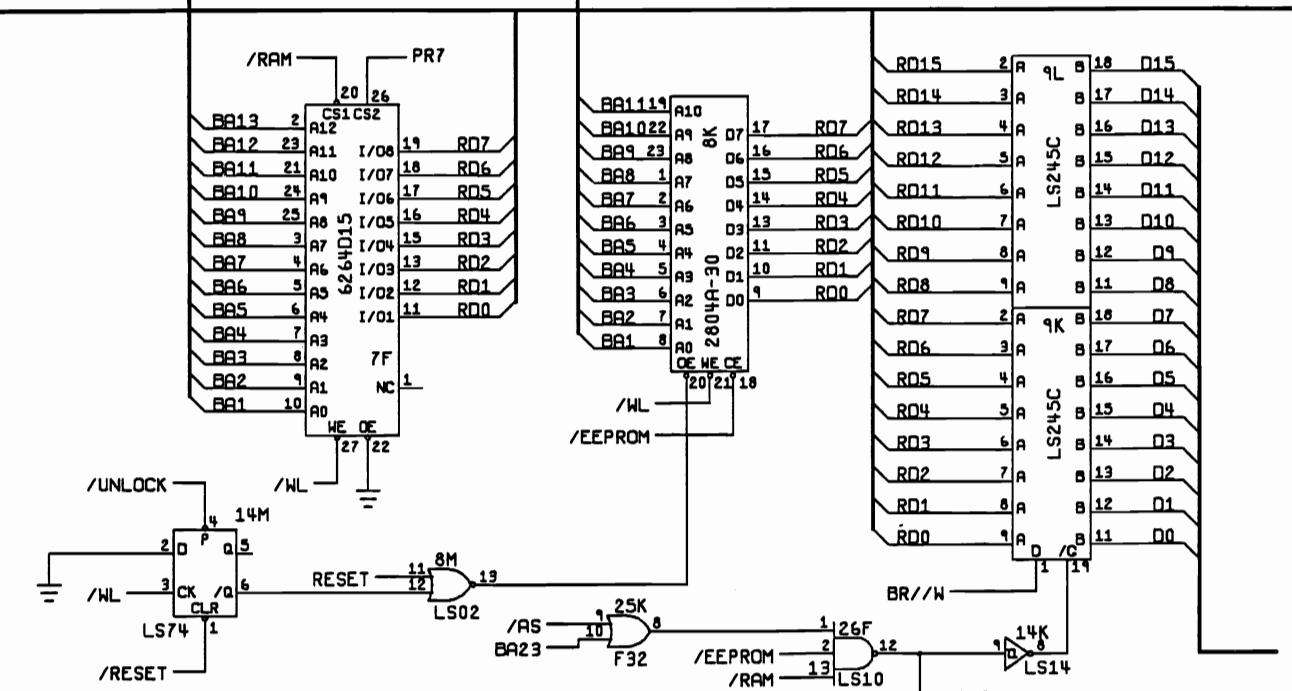
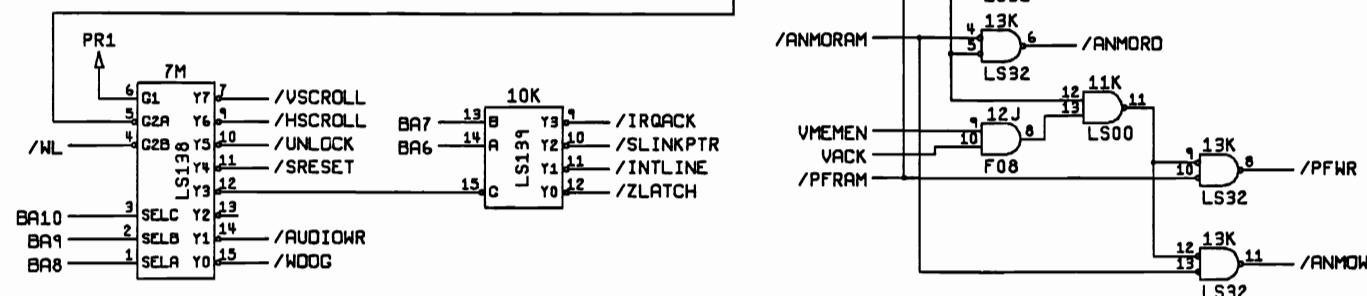
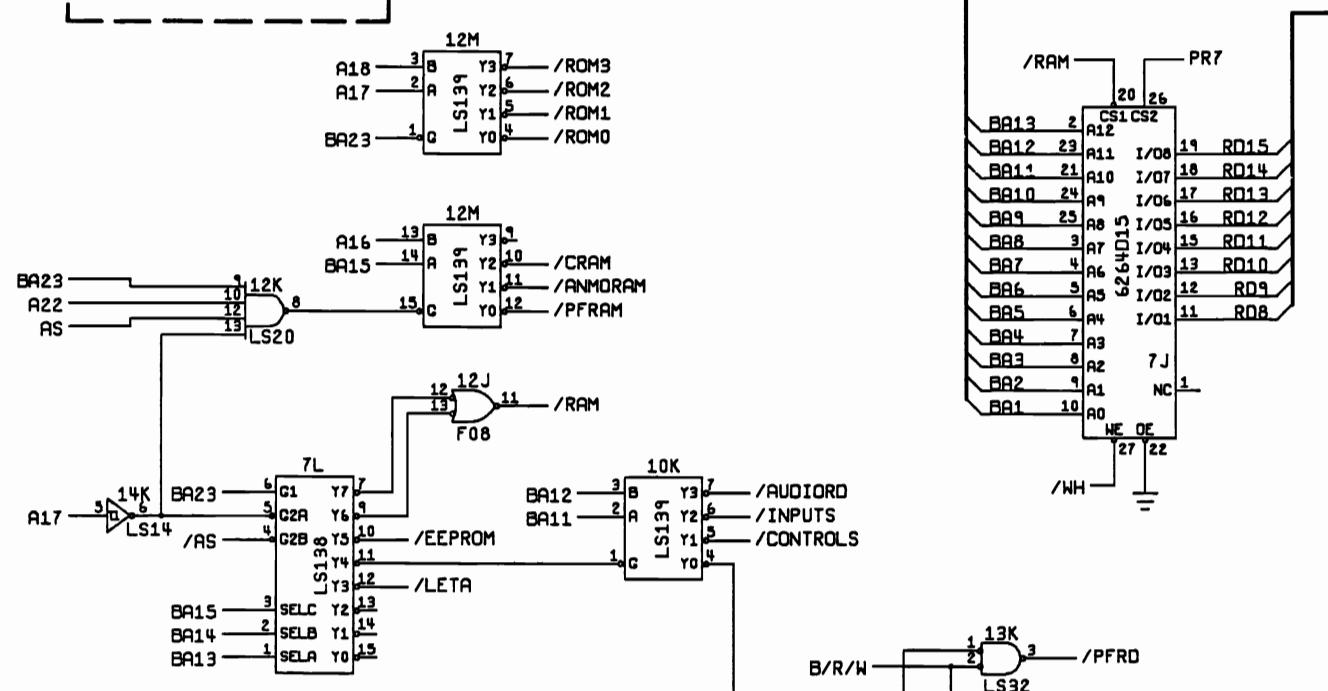
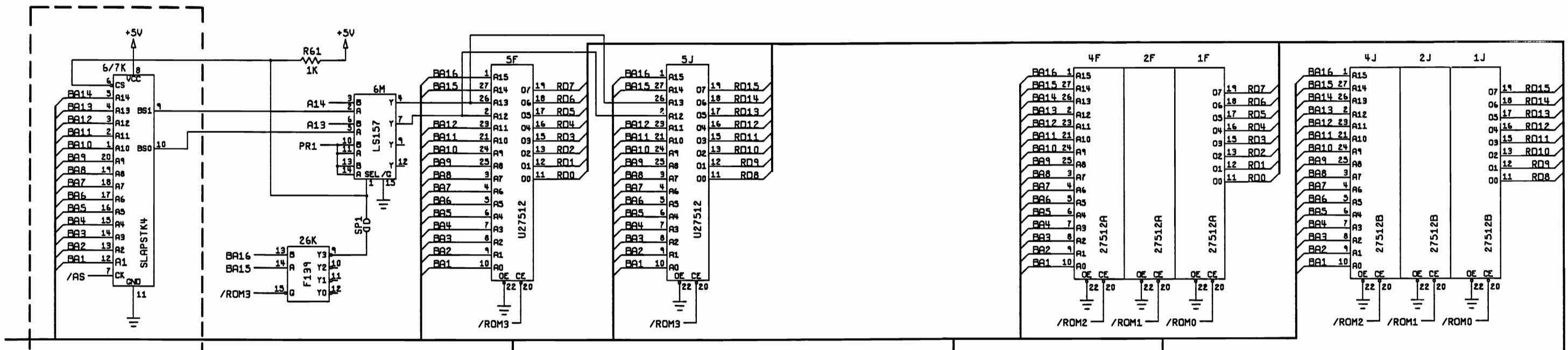
Toobin™ Game PCB Assembly
Schematic Diagram



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Not Stuffed



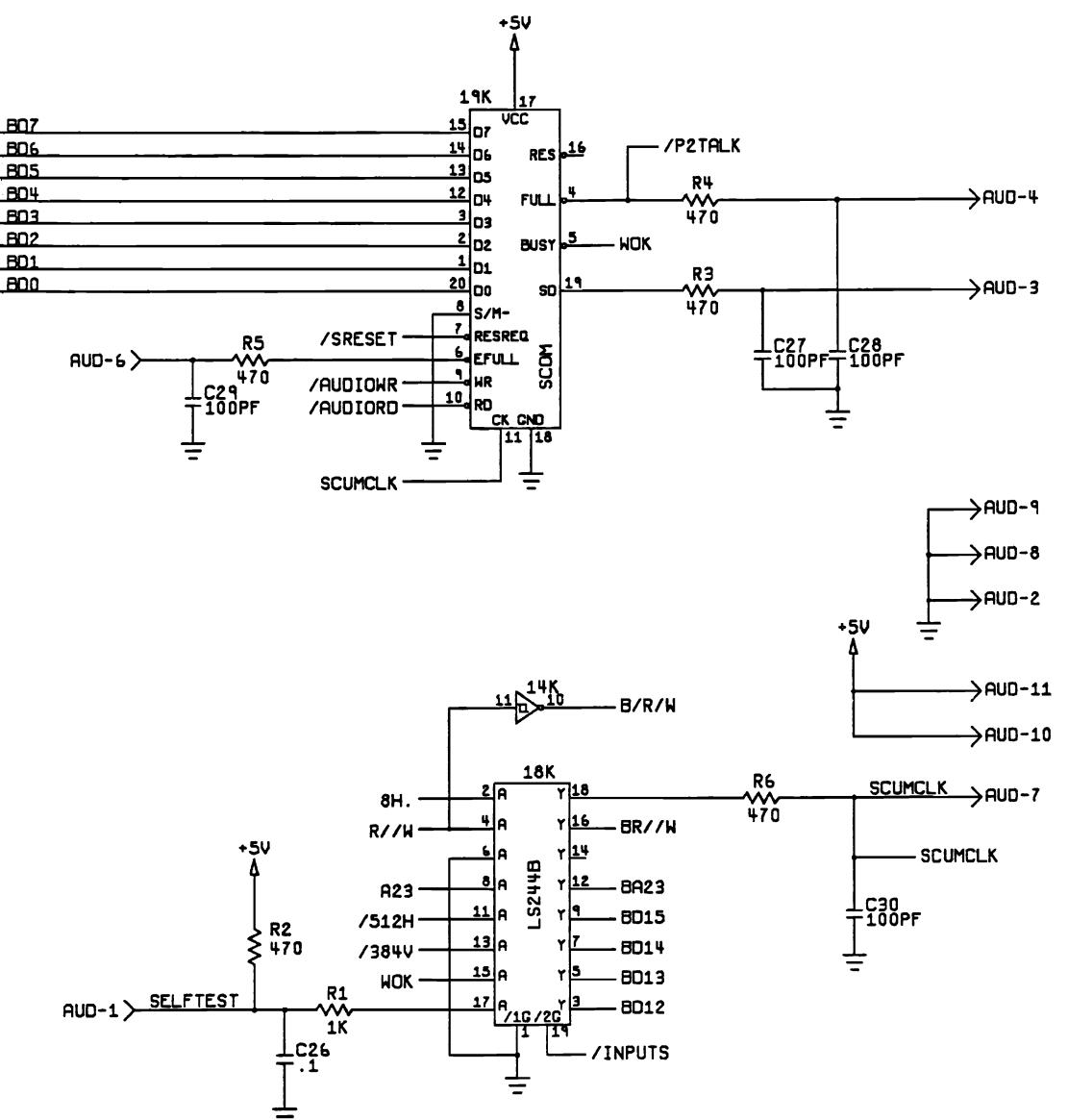
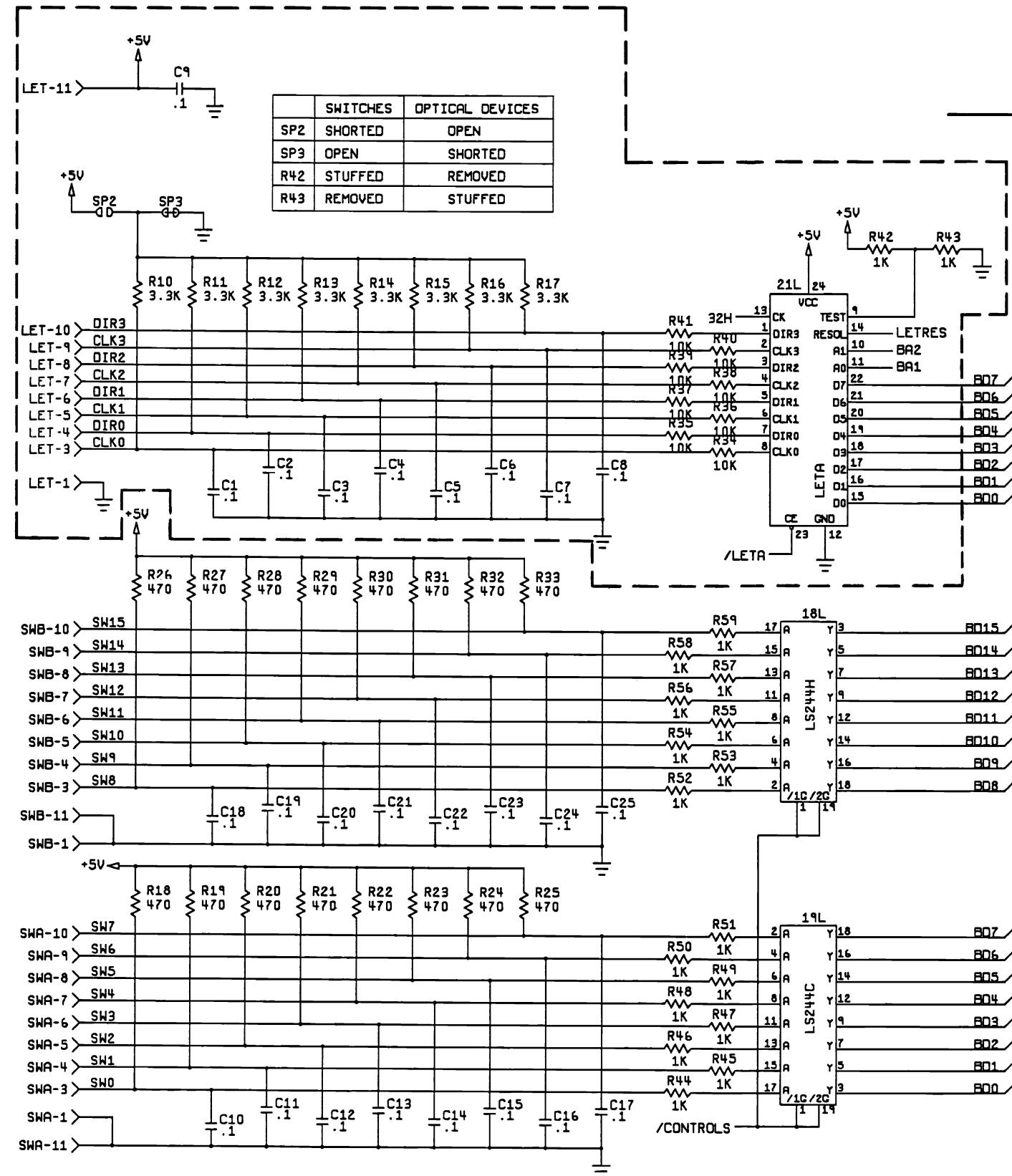
RAM, ROM, ADDRESS DECODES

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Toobin™ Game PCB Assembly Schematic Diagram



Not Stuffed



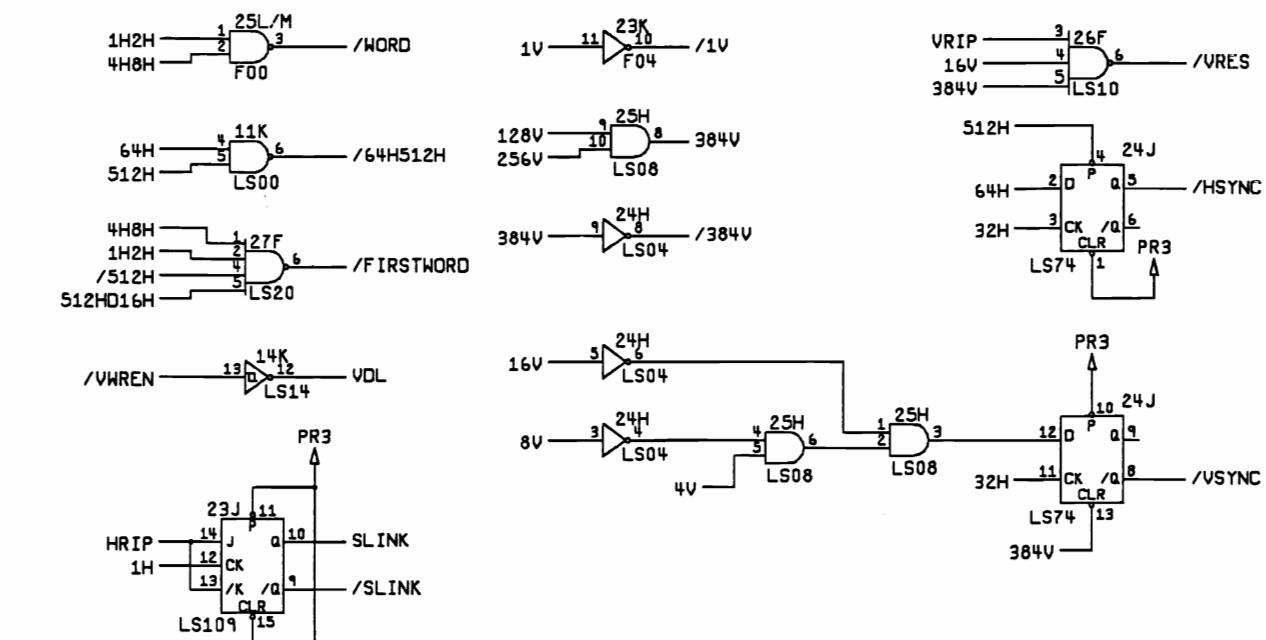
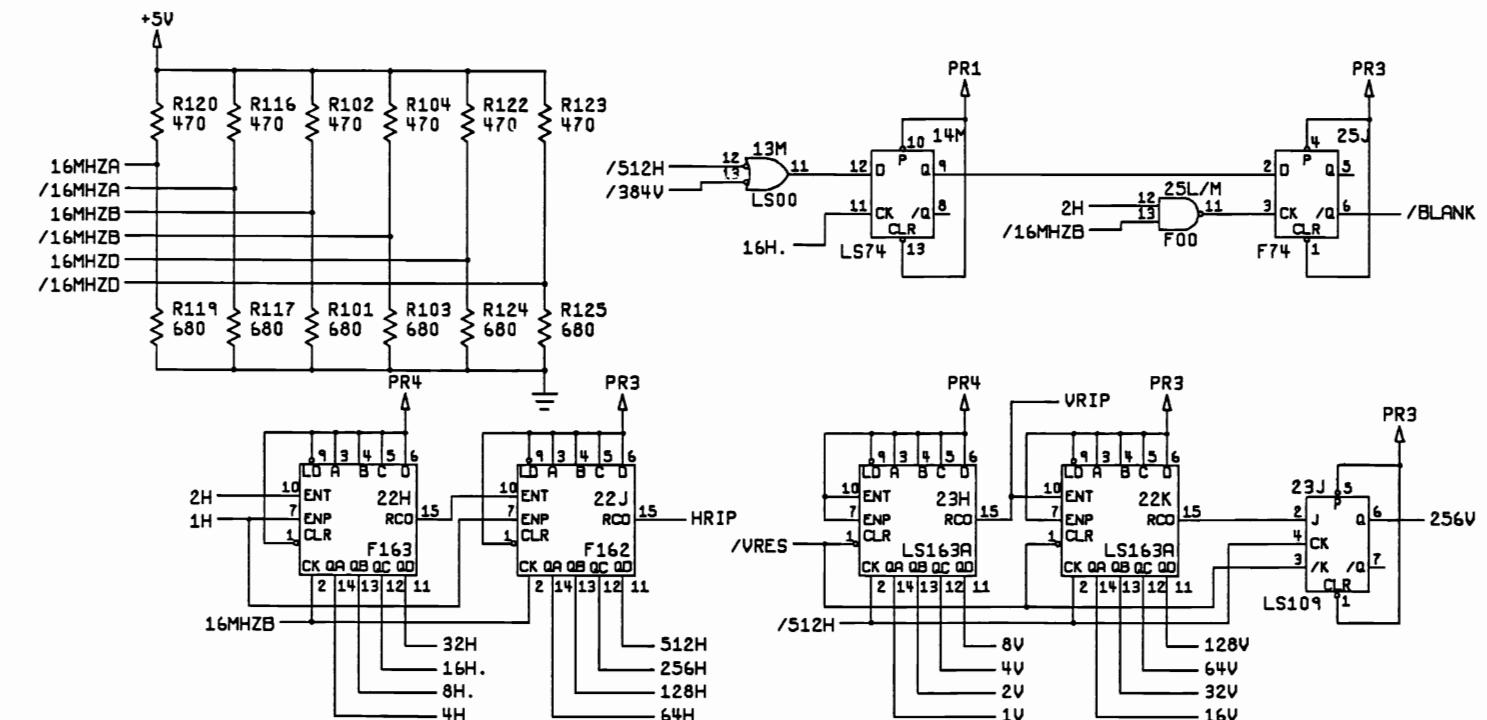
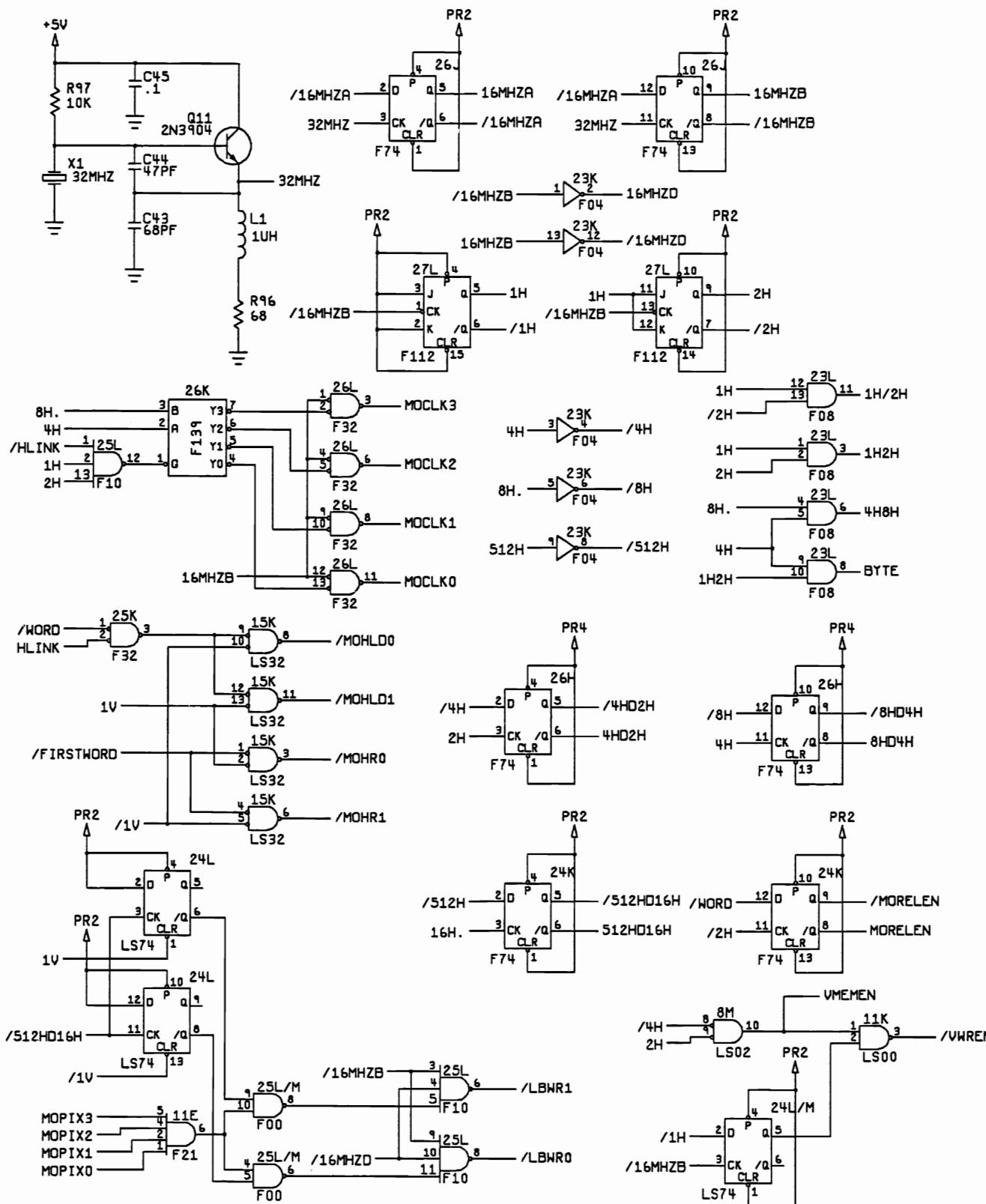
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Toobin™ Game PCB Assembly
Schematic Diagram



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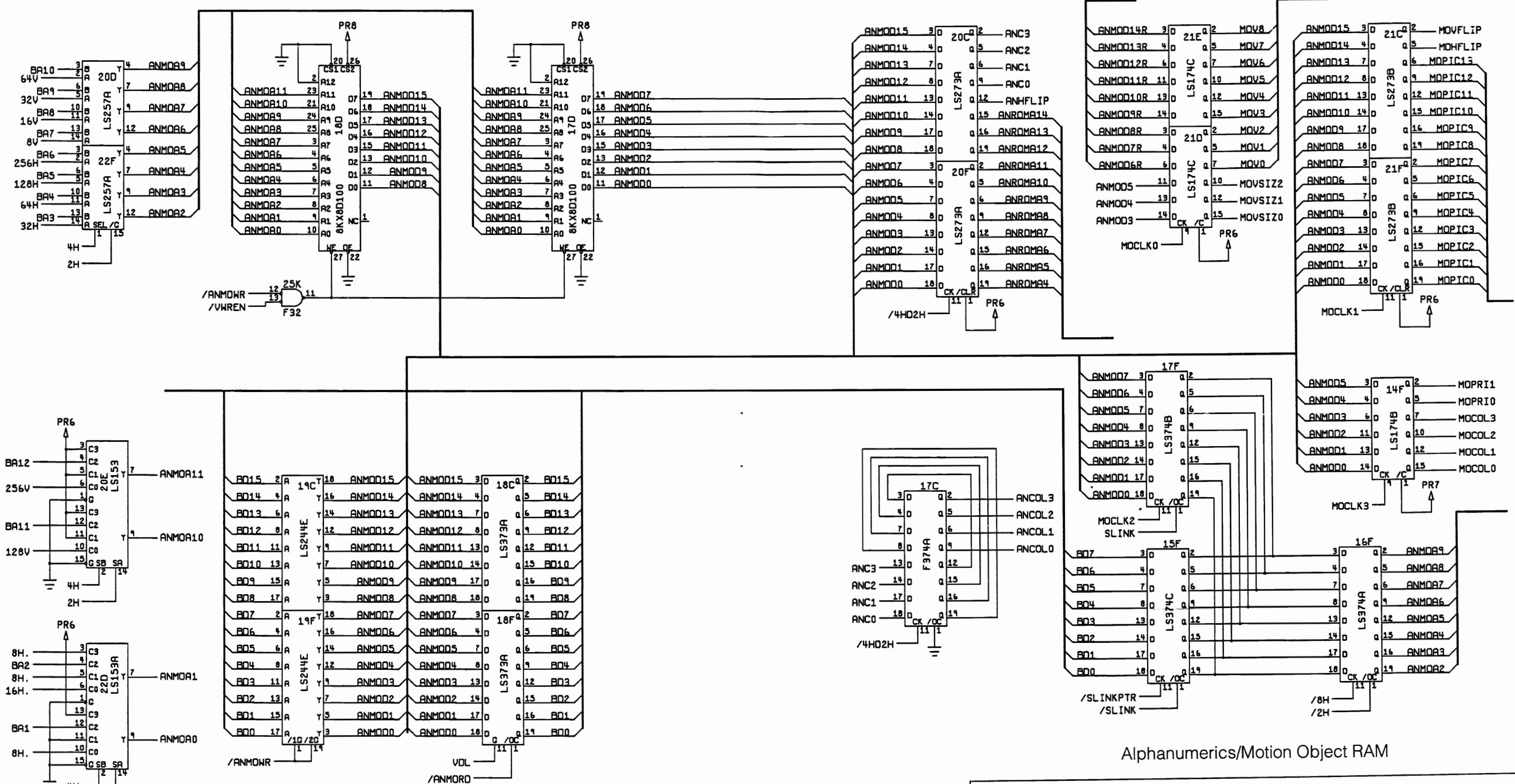
SYNC, TIMING

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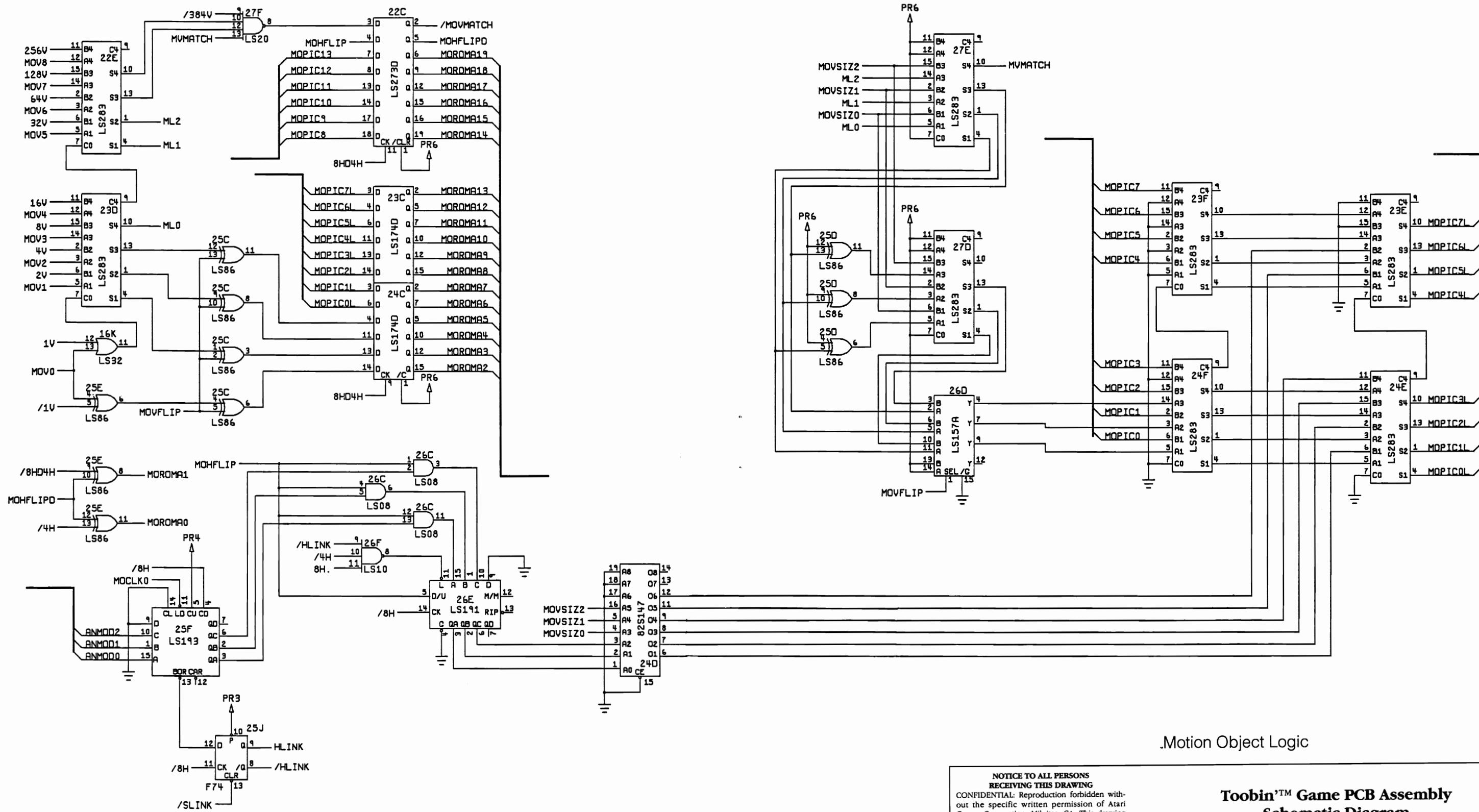
Alphanumeric/Motion Object RAM

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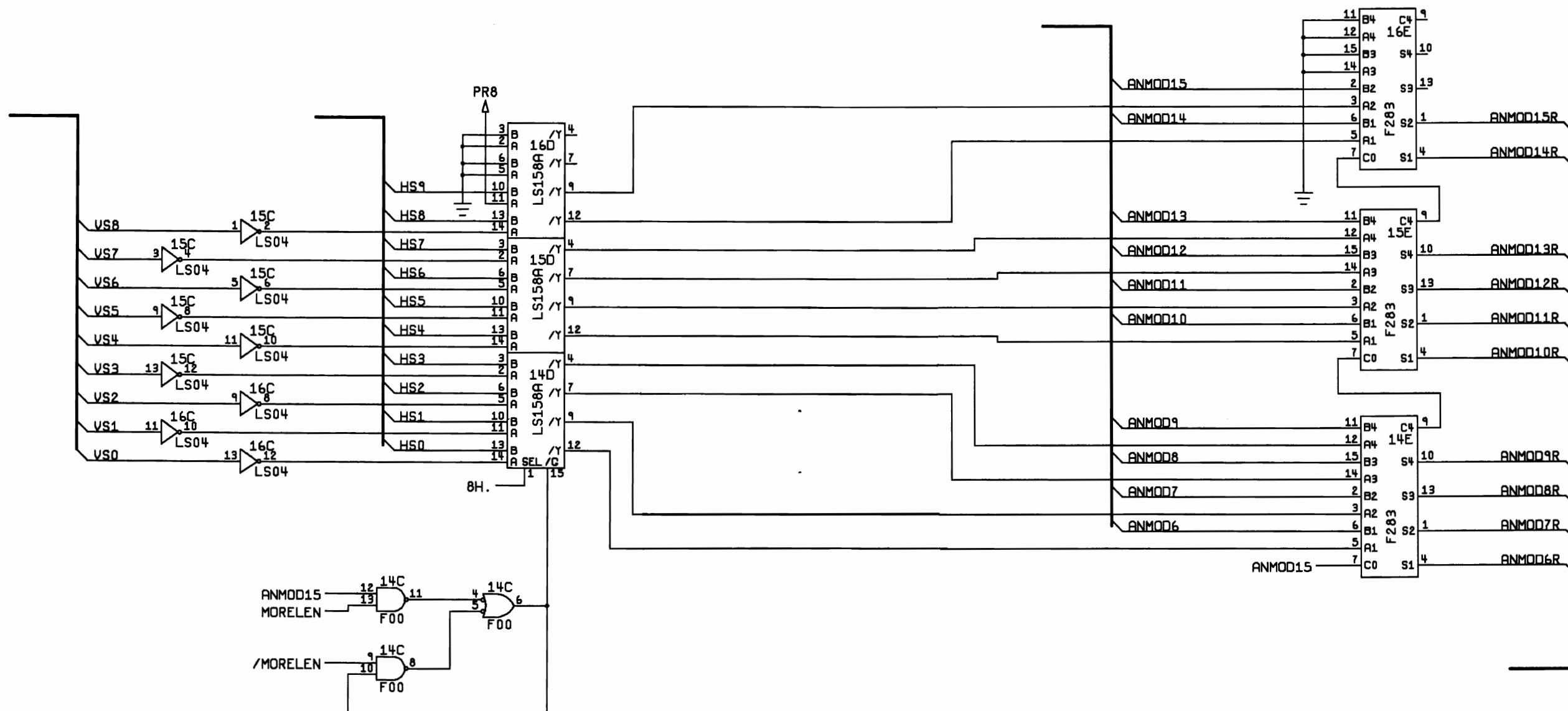
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Motion Object Relative/Absolute Position Logic

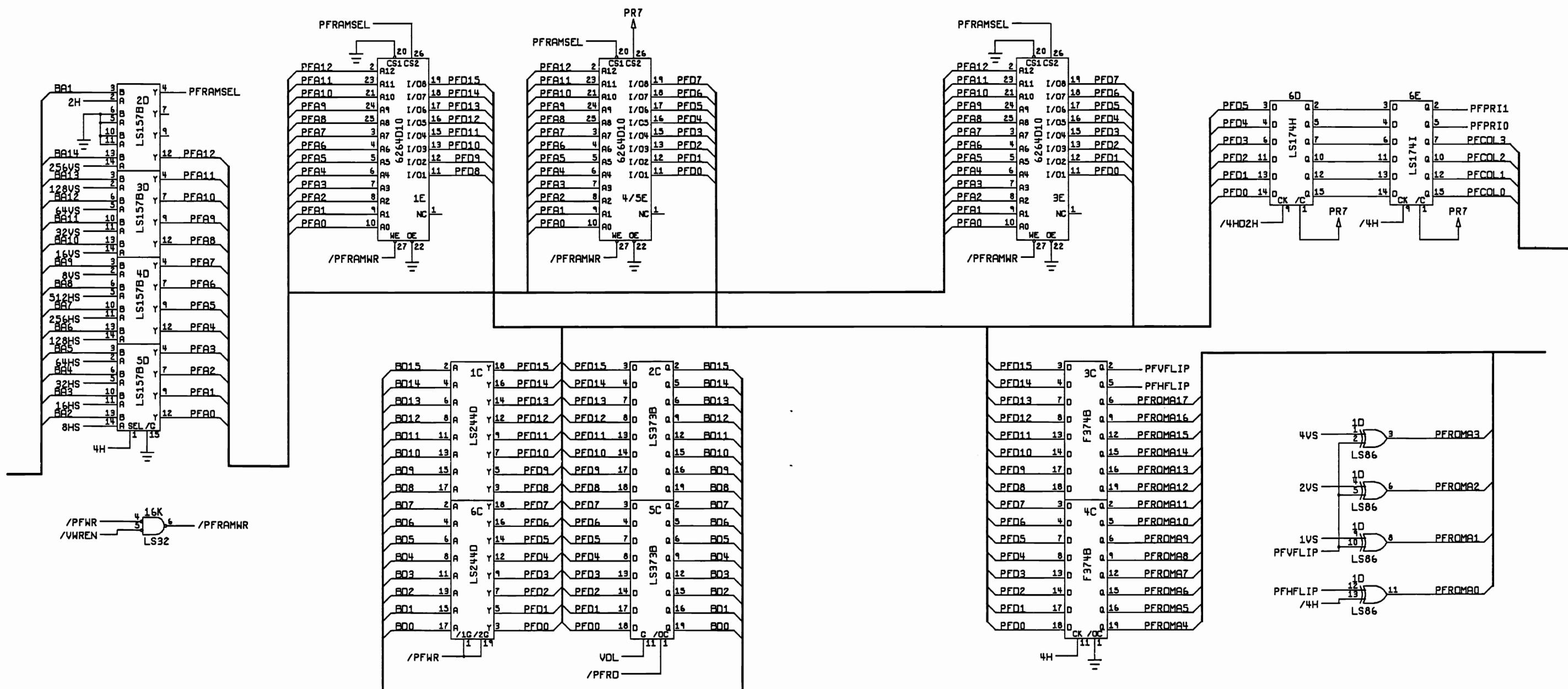
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Playfield RAM

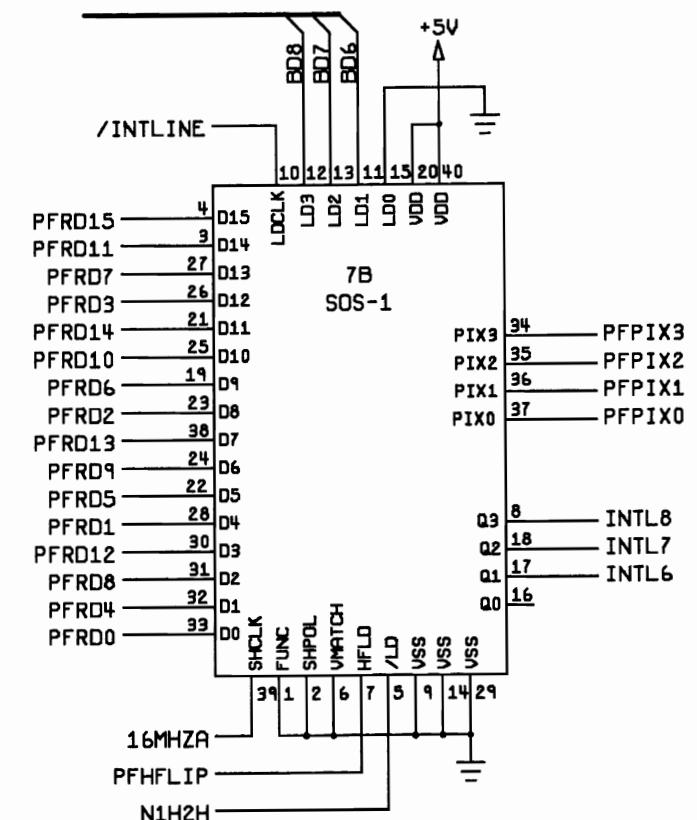
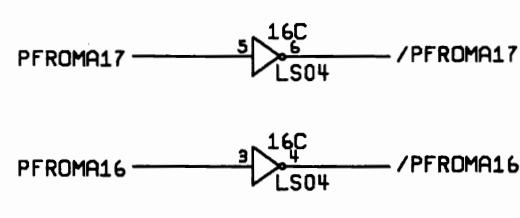
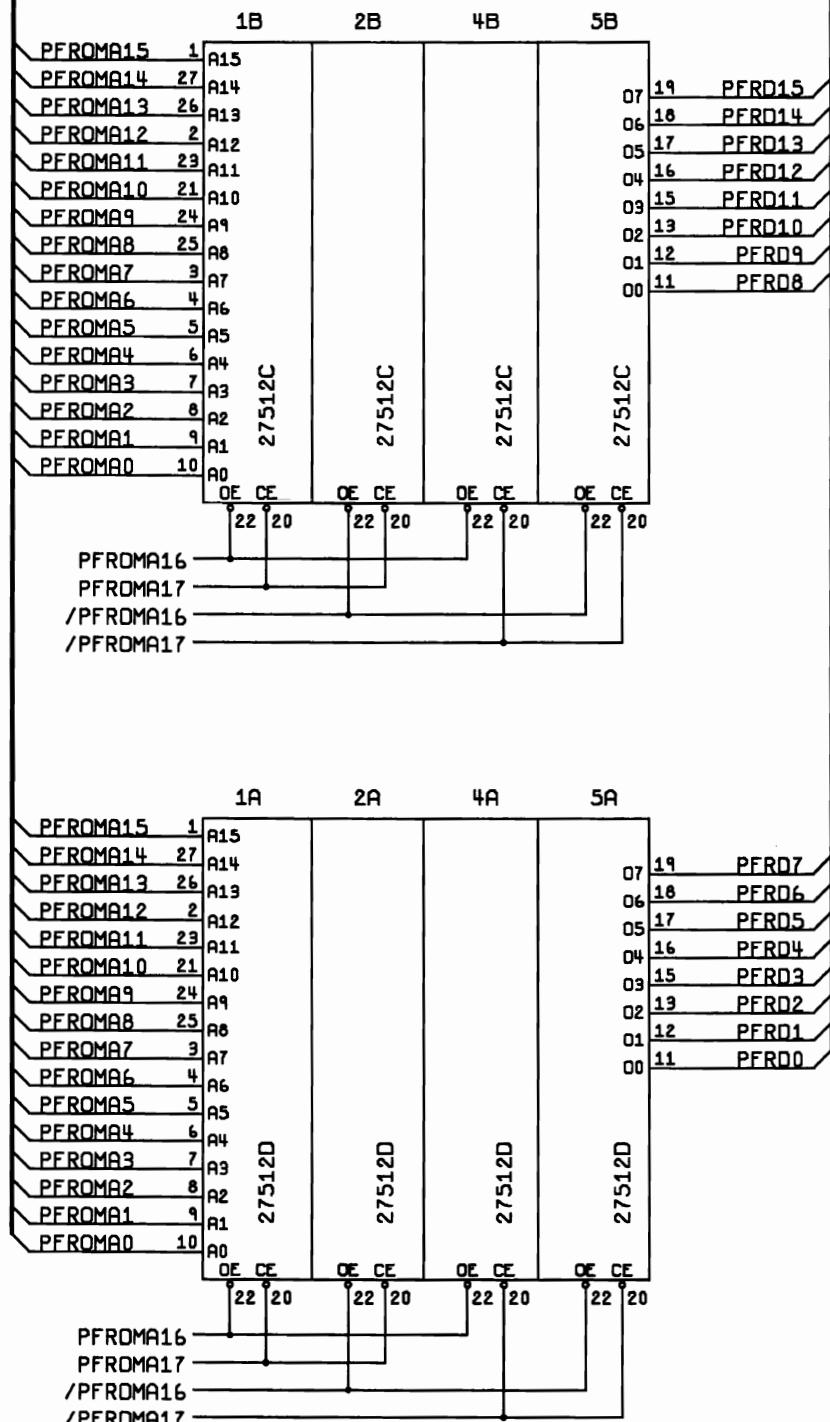
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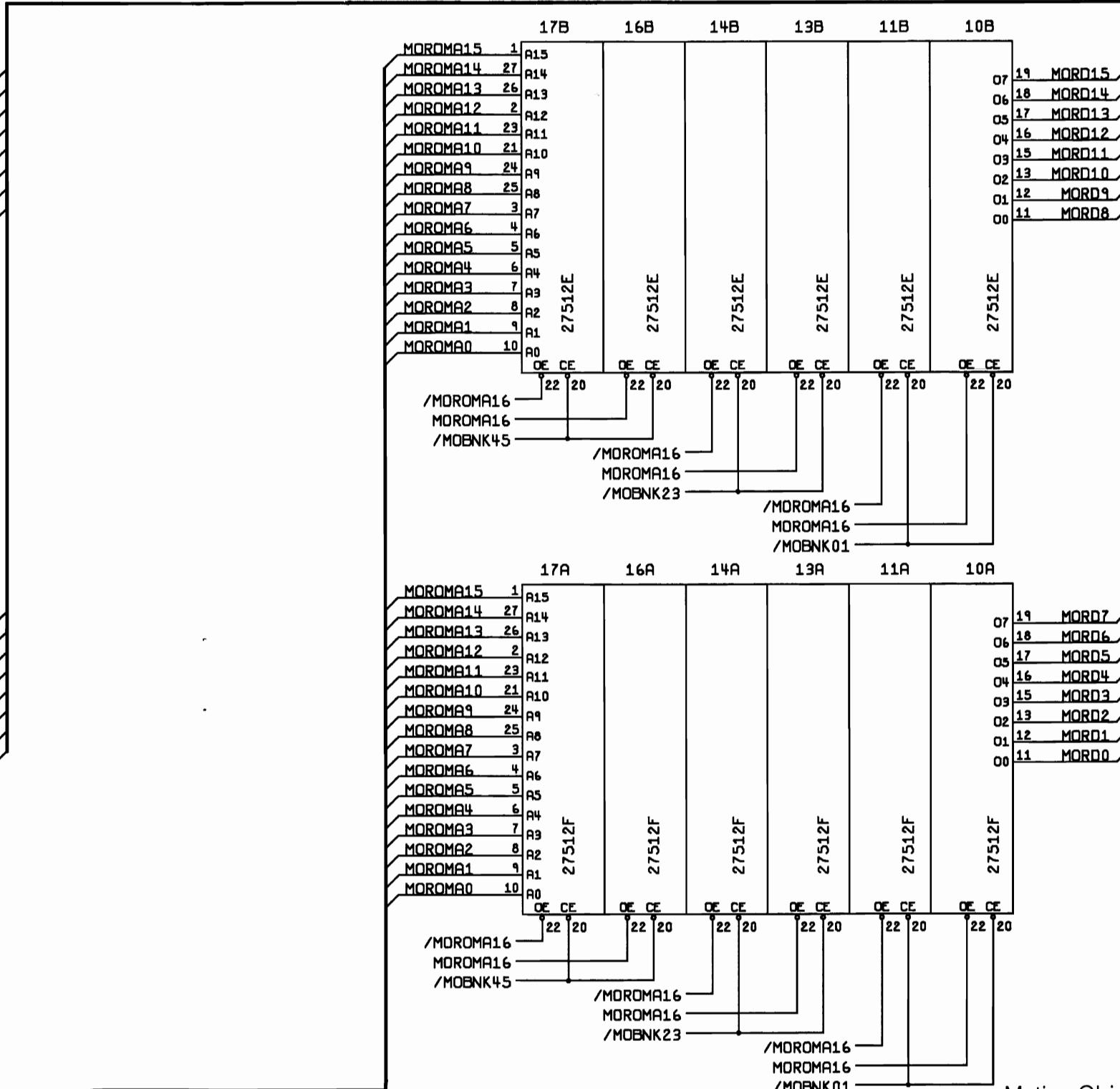
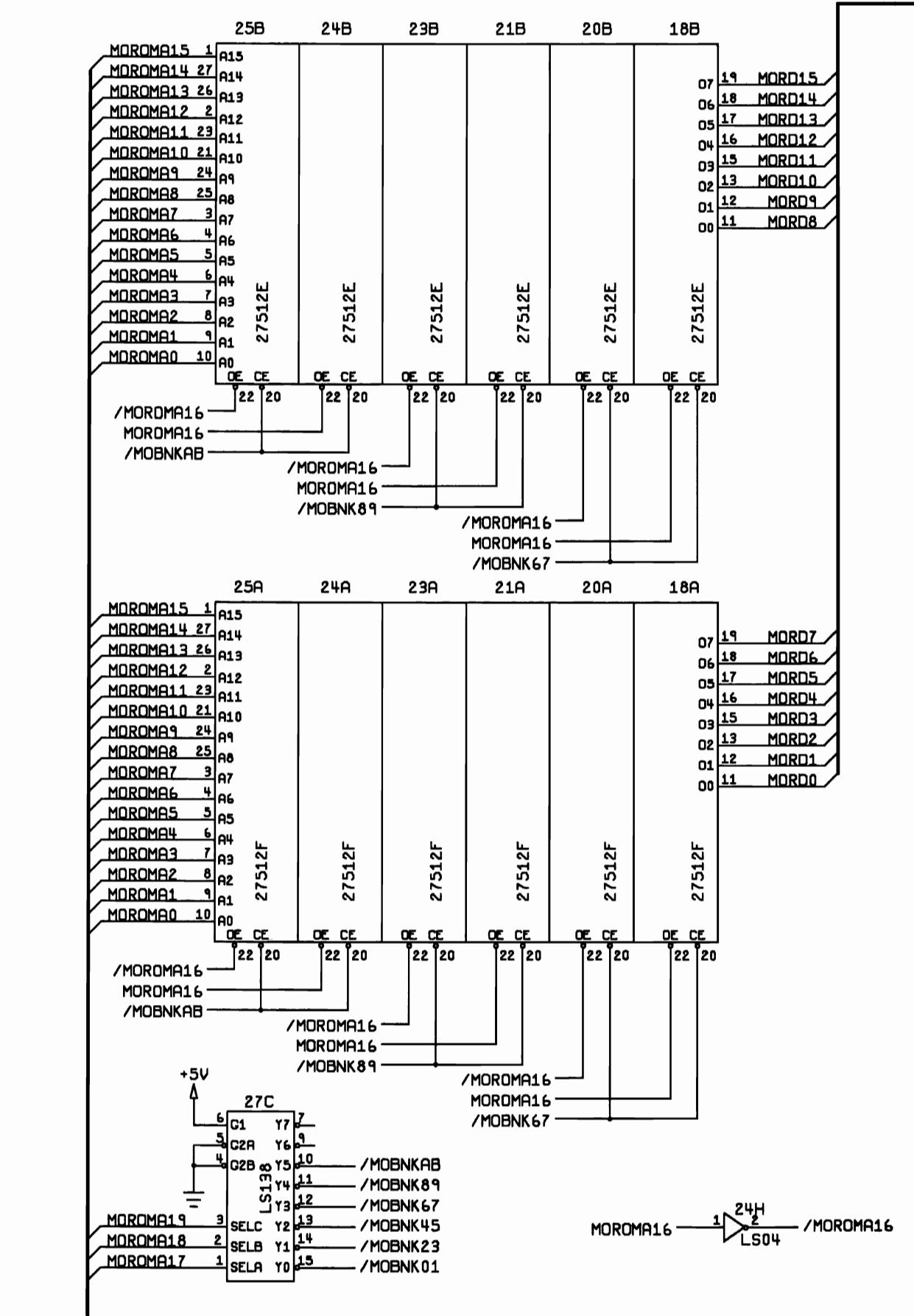
Playfield Graphics ROM, Shifter

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Toobin™ Game PCB Assembly Schematic Diagram





Motion Object Graphics ROM

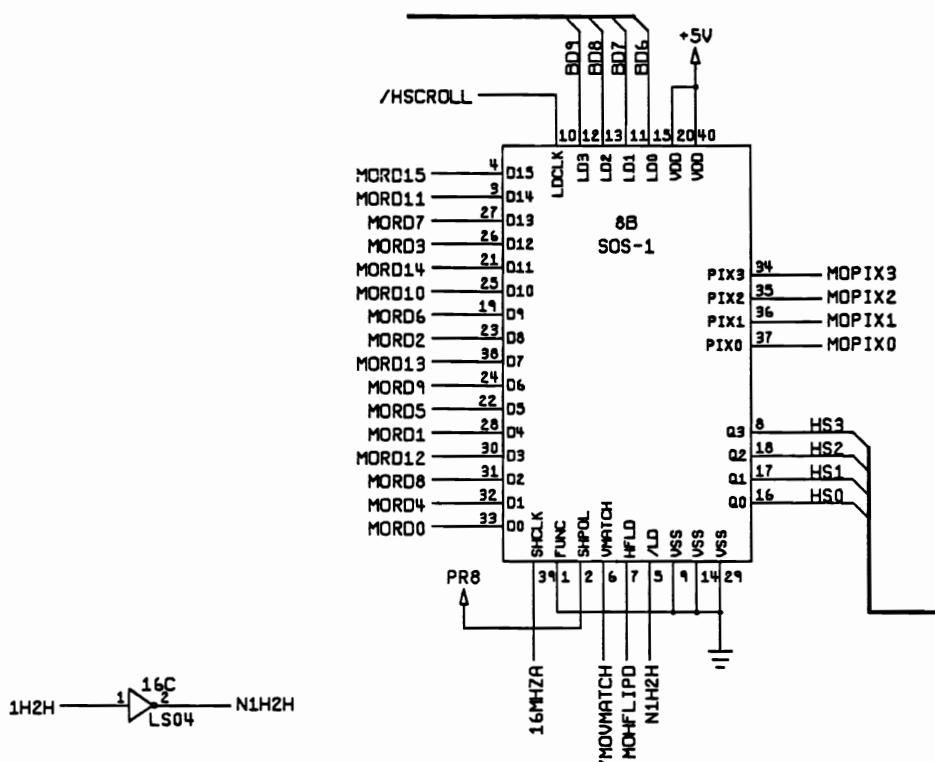
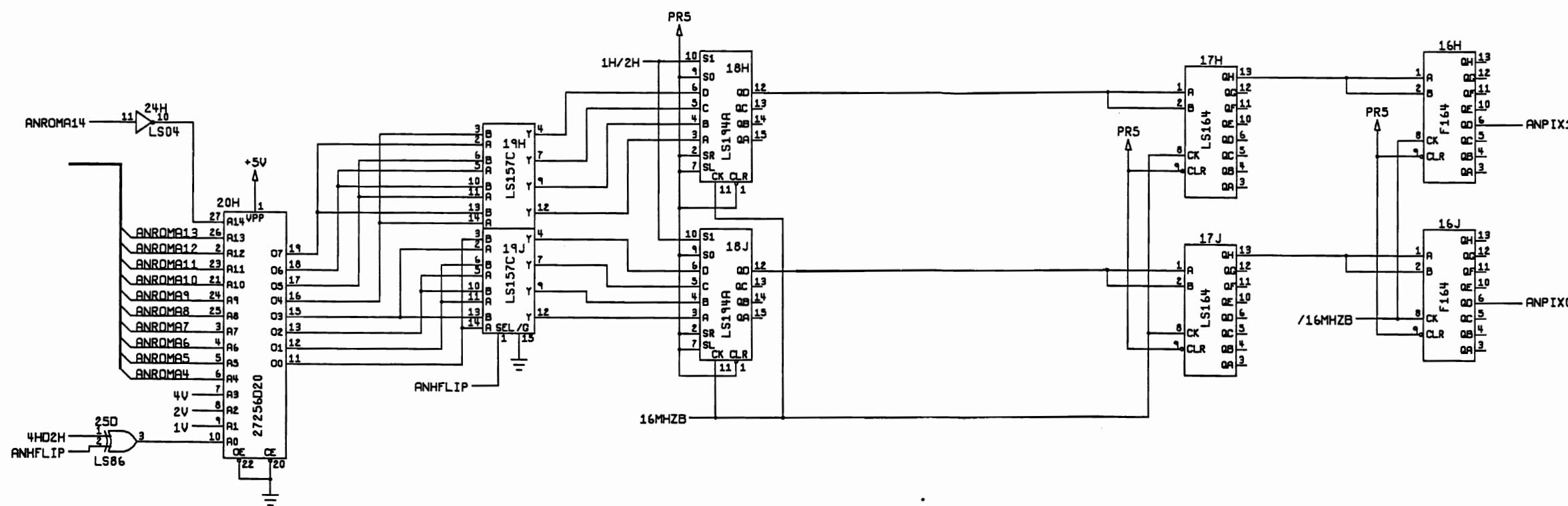
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Toobin'™ Game PCB Assembly
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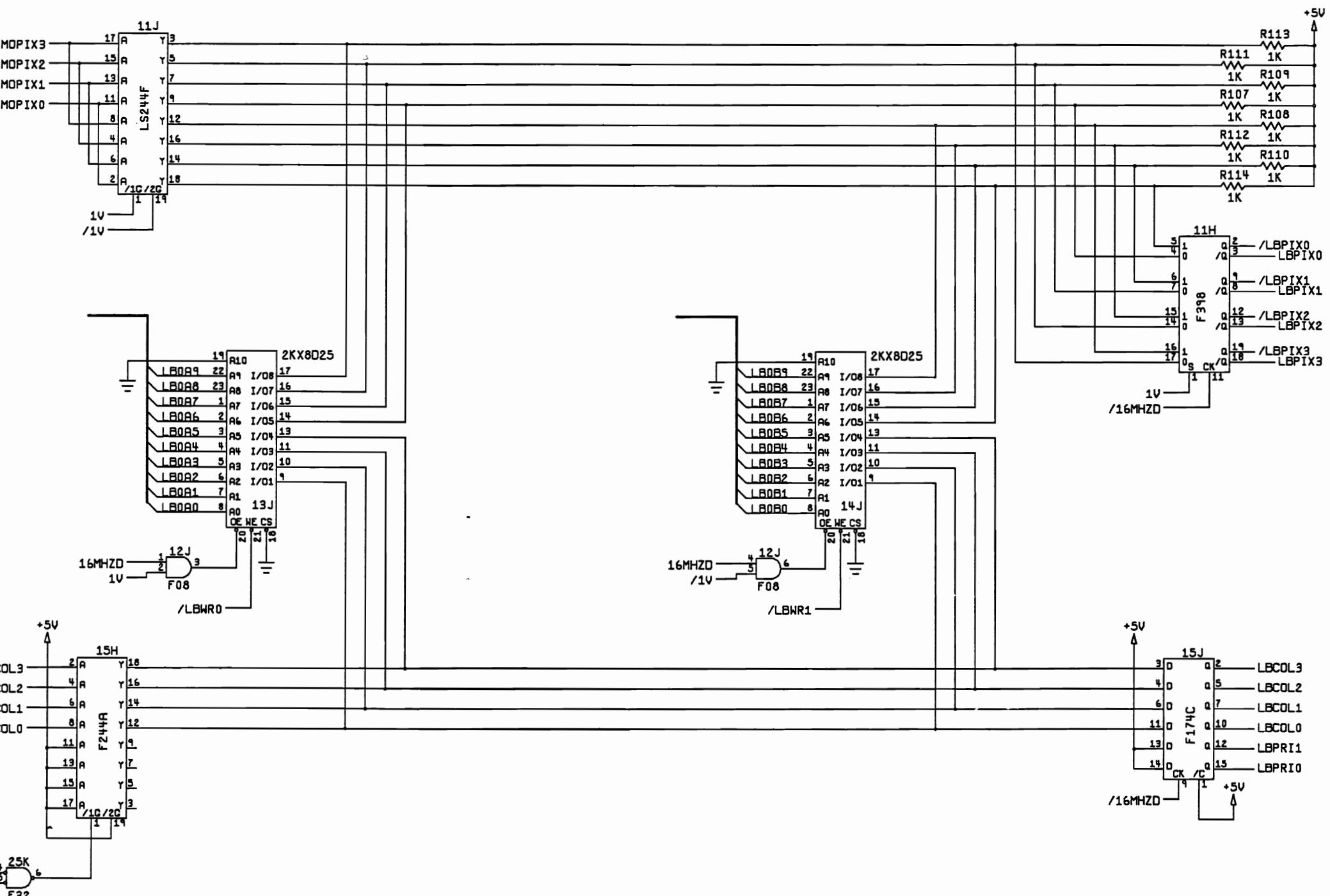
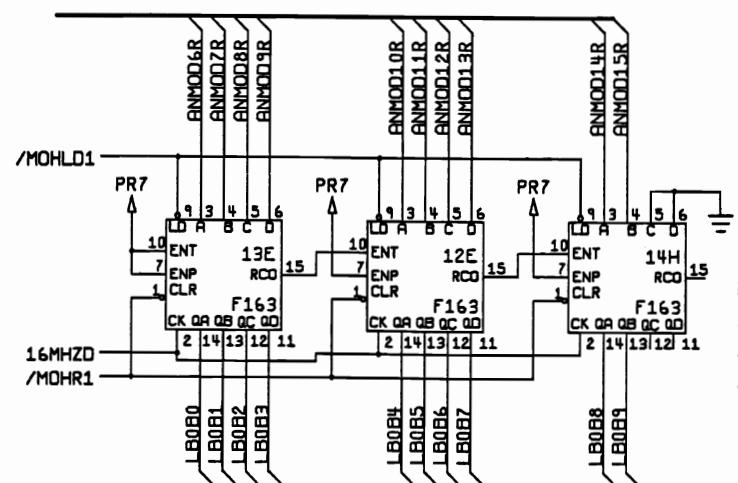
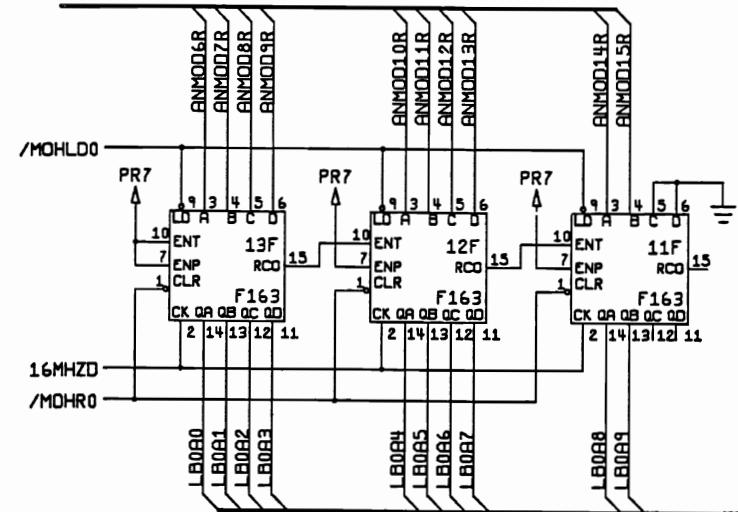
Alphanumerics ROM, Motion Object Shifter

Toobin™ Game PCB Assembly Schematic Diagram

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Motion Object Line Buffers

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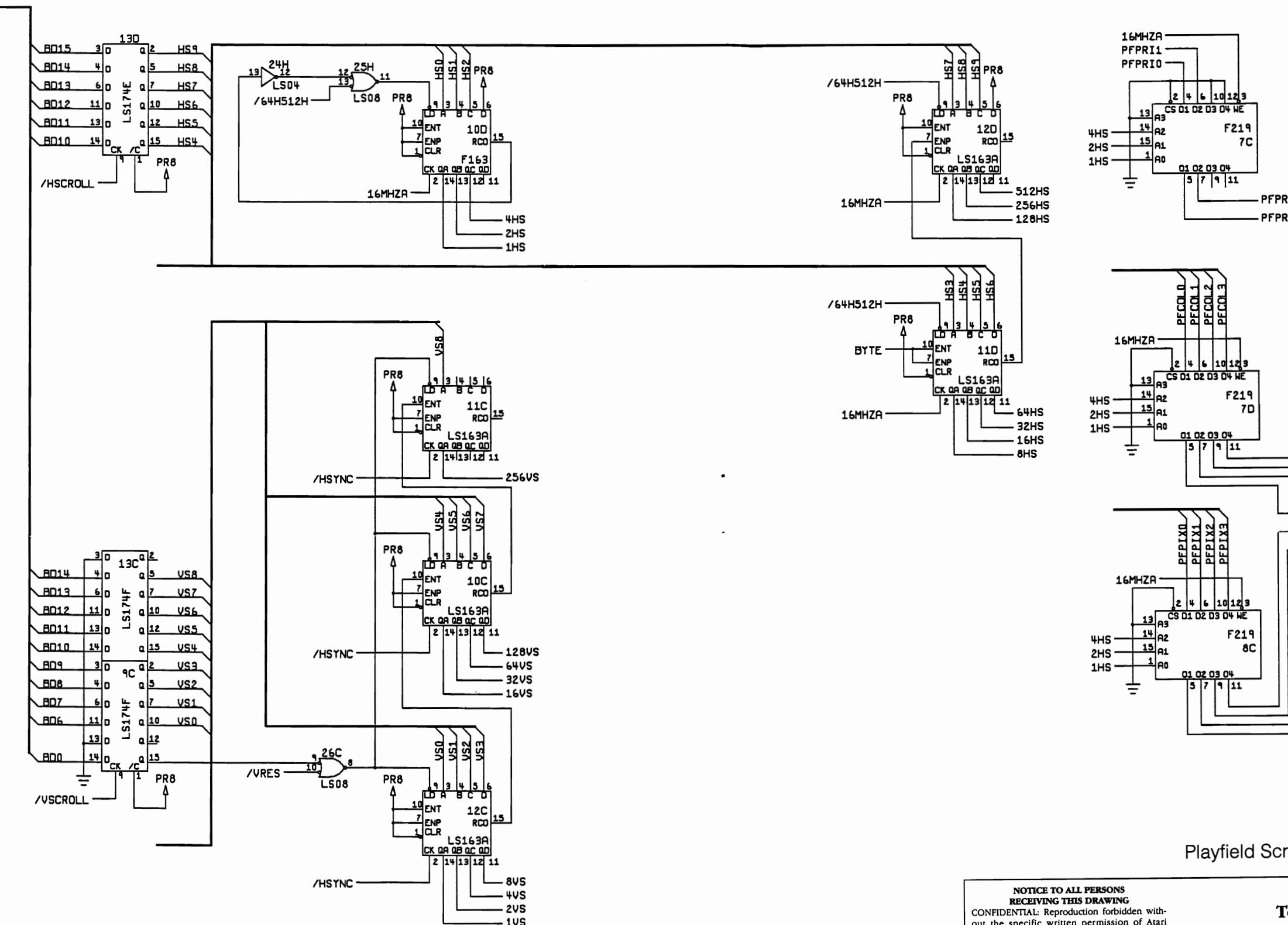
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Playfield Scrolling Logic

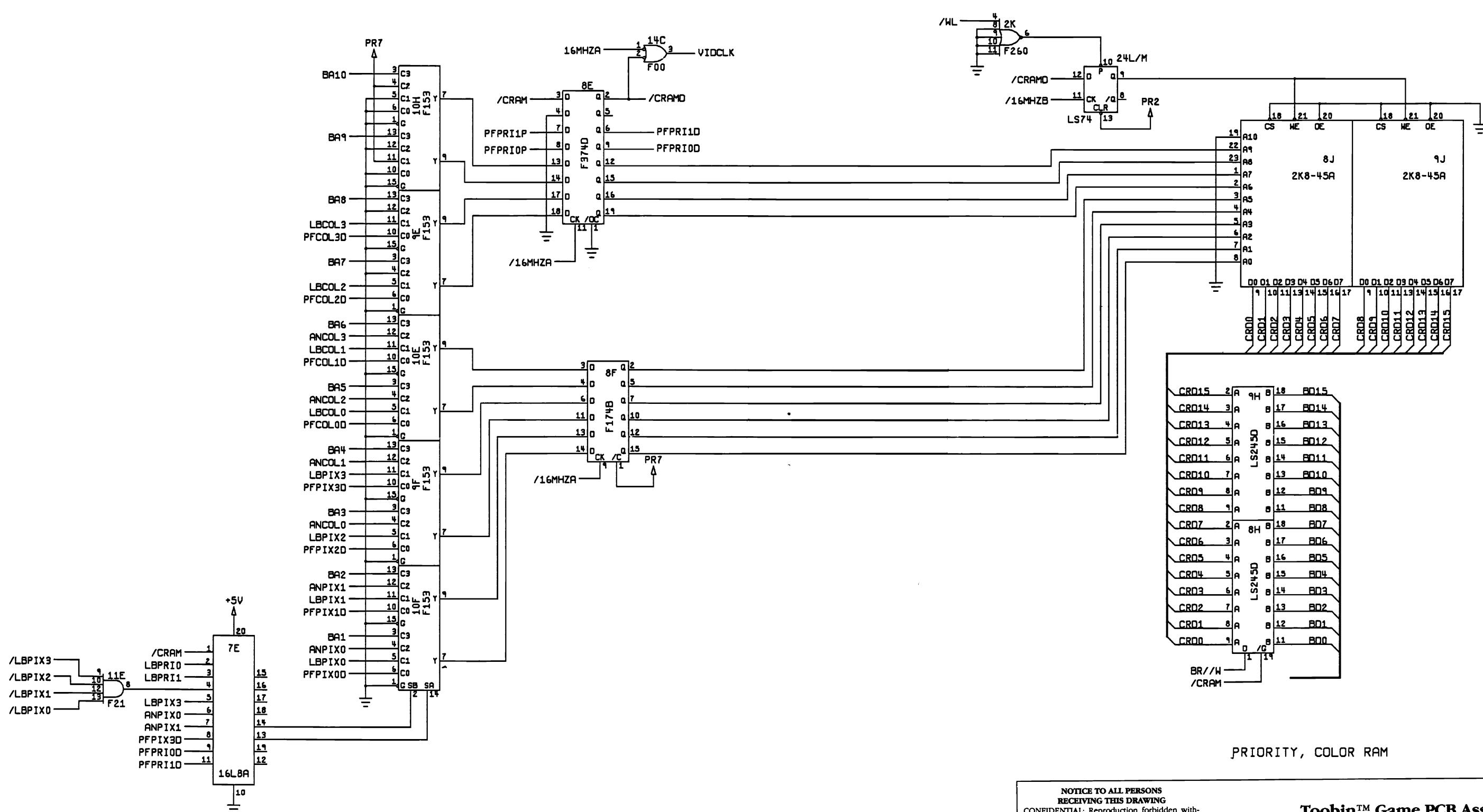
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PRIORITY, COLOR RAM

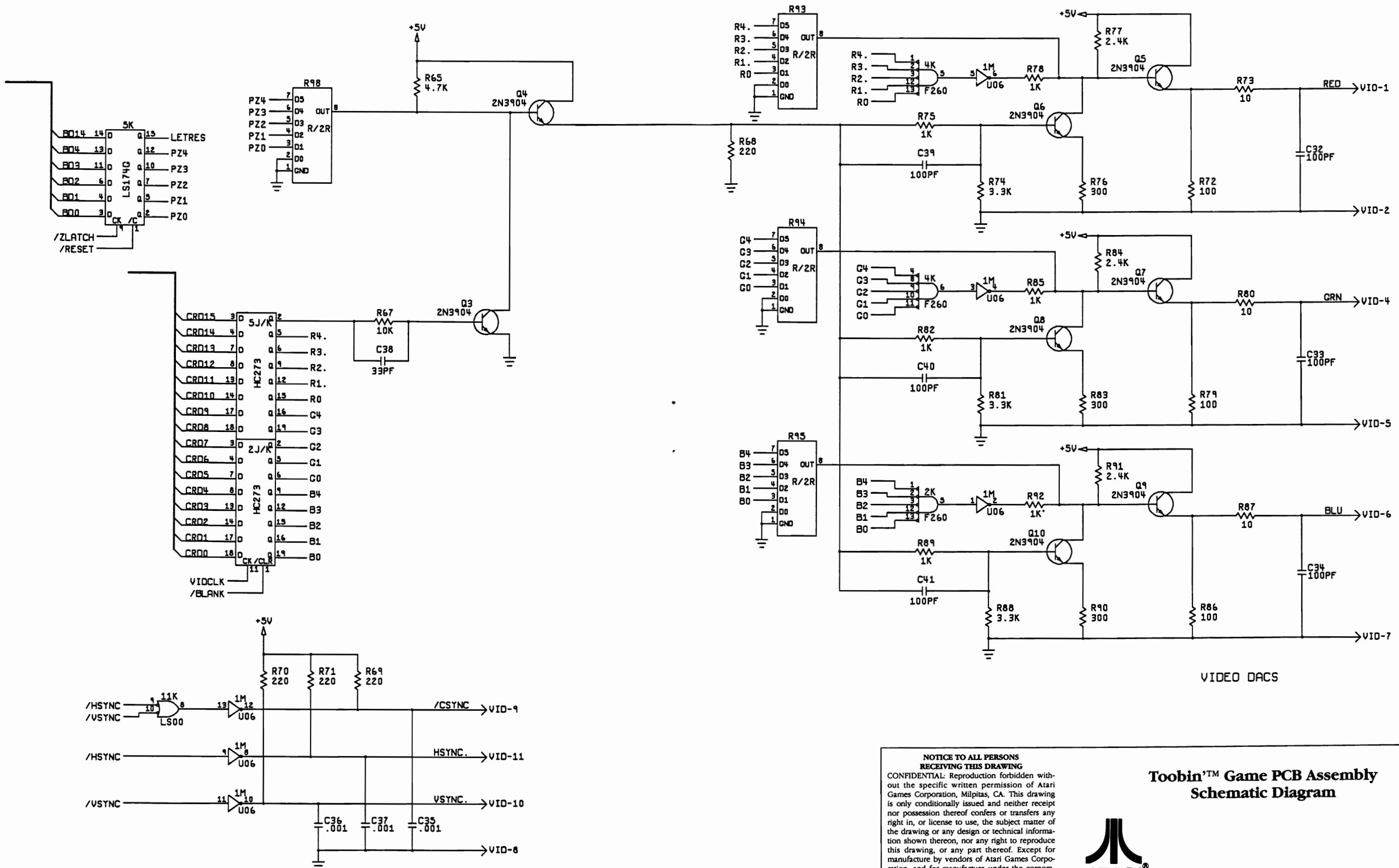
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Toobin™ Game PCB Assembly Schematic Diagram



Toobin' Memory Map

ADDRESS		DATA		FUNCTION	
HEXADECIMAL	AAAA AAAA AAAA AA ----- 2222 1111 1111 11AA AAAA AAAA 3210 9876 5432 1098 7654 3210	R/W	DDDD DD ----- 1111 11DD DDDD DDDD 5432 1098 7654 3210		
000000-07FFFF	0XXX XAAA AAAA AAAA AAAA AAAA	R	DDDD DDDD DDDD DDDD	512K BYTES PROGRAM ROM	
C00000-C07FFC	11XX XX00 0AAA AAAA AAAA AA0X	R/W		PLAYFIELD PALETTE	
C00000-C07FFC	11XX XX00 0AAA AAAA AAAA AA0X	R/W	DDDD	PLAYFIELD PRIORITY	
C00000-C07FFE	11XX XX00 0AAA AAAA AAAA AA1X	R/W	D	PLAYFIELD VERTICAL FLIP	
C00000-C07FFE	11XX XX00 0AAA AAAA AAAA AA1X	R/W	D	PLAYFIELD HORIZONTAL FLIP	
C00000-C07FFE	11XX XX00 0AAA AAAA AAAA AA1X	R/W	DD	PLAYFIELD STAMP CODE	
C08000-C09FFE	11XX XX00 1XXA AAAA AAAA AAAX	R/W	DDDD DDDD DDDD DDDD	ALPHANUMERICS/MOTION OBJECT RAM	
C08000-C097FE	11XX XX00 1XXA AAAA AAAA AAAX	R/W	DDDD	ALPHANUMERIC PALETTE	
C08000-C097FE	11XX XX00 1XXA AAAA AAAA AAAX	R/W	D	ALPHANUMERIC HORIZONTAL FLIP	
C08000-C097FE	11XX XX00 1XXA AAAA AAAA AAAX	R/W	DDD	ALPHANUMERIC STAMP CODE	
C09800-C09FF8	11XX XX00 1XX1 1AAA AAAA A00X	R/W	D (1 = ABSOLUTE)	M.O. ABSOLUTE/P.F. RELATIVE POSITION	
C09800-C09FF8	11XX XX00 1XX1 1AAA AAAA A00X	R/W	DDD DDDD DD	M.O. VERTICAL POSITION	
C09800-C09FF8	11XX XX00 1XX1 1AAA AAAA A00X	R/W	DD	M.O. VERTICAL SIZE	
C09800-C09FF8	11XX XX00 1XX1 1AAA AAAA A00X	R/W	D	M.O. HORIZONTAL SIZE	
C09802-C09FFA	11XX XX00 1XX1 1AAA AAAA A01X	R/W		M.O. VERTICAL FLIP	
C09802-C09FFA	11XX XX00 1XX1 1AAA AAAA A01X	R/W	D	M.O. HORIZONTAL FLIP	
C09802-C09FFA	11XX XX00 1XX1 1AAA AAAA A01X	R/W	DD	M.O. BASE STAMP CODE	
C09804-C09FFC	11XX XX00 1XX1 1AAA AAAA A10X	R/W	DDDD	M.O. PALETTE	
C09804-C09FFC	11XX XX00 1XX1 1AAA AAAA A10X	R/W	DDD	M.O. LINK POINTER	
C09804-C09FFC	11XX XX00 1XX1 1AAA AAAA A11X	R/W	DDDD	M.O. HORIZONTAL POSITION	
C09804-C09FFC	11XX XX00 1XX1 1AAA AAAA A11X	R/W	DDDD	M.O. PRIORITY	
C10000-C101FE	11XX XX01 0XXX X00P PPPC CCCX	R/W	DDDD DDDD DDDD DDDD	PLAYFIELD COLOR RAM (256 WORDS)	
C10200-C103FE	11XX XX01 0XXX X01P PPPC CCCX	R/W	DDDD DDDD DDDD DDDD	MOTION OBJECT COLOR RAM (256 WORDS)	
C10400-C1047E	11XX XX01 0XXX X100 OPPP PCCX (P = PALETTE, C = COLOR)	R/W	DDDD DDDD DDDD DDDD	ALPHANUMERICS COLOR RAM (64 WORDS)	
C10000-C107FE	11XX XX01 0XXX AAAA AAAA AAAX	R/W	DDD DD DDD DDD	COLOR RAM (ALL) - RED	
C10000-C107FE	11XX XX01 0XXX AAAA AAAA AAAX	R/W	DD DDD DDD DDD	COLOR RAM (ALL) - GREEN	
C10000-C107FE	11XX XX01 0XXX AAAA AAAA AAAX	R/W	D DDD DDD DDD	COLOR RAM (ALL) - BLUE	
C10000-C107FE	11XX XX01 0XXX AAAA AAAA AAAX	R/W	D	COLOR RAM (ALL) - OVERALL INTENSITY DISABLE	
FF8300	1XXX XX1X 1000 0011 00XX XXXX	W		OVERALL COLOR INTENSITY	
FF8000	1XXX XX1X 1000 0000 XXXX XXXX	W		WATCHDOG CLEAR	
FF8100	1XXX XX1X 1000 0011 XXXX XXXX	W		COMM. PORT TO SOUND CPU	
FF8300	1XXX XX1X 1000 0011 00XX XXXX	W	D	OVERALL COLOR INTENSITY (D4:D0)	
F8340	1XXX XX1X 1000 0011 01XX XXXX	W	DDDD	INTERRUPT SCAN LINE	
F83C0	1XXX XX1X 1000 0011 11XX XXXX	W		IRQ ACKNOWLEDGE	
F8400	1XXX XX1X 1000 0100 XXXX XXXX	W		SOUND CPU RESET	
F8500	1XXX XX1X 1000 0101 XXXX XXXX	W		EEROM UNLOCK STROBE	
F8600	1XXX XX1X 1000 0110 XXXX XXXX	W	DDDD	HSCROLL	
F8700	1XXX XX1X 1000 0111 XXXX XXXX	W	DDDD	VSCROLL	
F8700	1XXX XX1X 1000 0111 XXXX XXXX	W	D	RESTART VSCROLL COUNTER (IF 0 DURING HBLANK)	
FF8800	1XXX XX1X 1000 1XXX XXXX XXXX	R	DDDD DDDD DDDD DDDD	SWITCHES	
FF9000	1XXX XX1X 1001 0XXX XXXX XXXX	R		INPUTS	
FF9000	1XXX XX1X 1001 0XXX XXXX XXXX	R	D	HBLANK (0 = TRUE)	
FF9000	1XXX XX1X 1001 0XXX XXXX XXXX	R	D	VBLANK (0 = TRUE)	
FF9000	1XXX XX1X 1001 0XXX XXXX XXXX	R	D	SOUND CPU TRANSMIT COMM. LATCH FULL FLAG (0 = FULL)	
FF9000	1XXX XX1X 1001 0XXX XXXX XXXX	R		SELF-TEST SWITCH (0 = ON)	
FF9000	1XXX XX1X 1001 1XXX XXXX XXXX	R	D	COMM. PORT FROM SOUND CPU	
FFA000-FFAFFE	1XXX XX1X 101X AAAA AAAA AAA0	R/W	DDDD DDDD DDDD DDDD	EEPROM	
FFC000-FFFFFF	1XXX XX1X 11AA AAAA AAAA AAAA	R/W	DDDD DDDD DDDD DDDD	8K WORDS RAM (BYTE-ADDRESSABLE)	



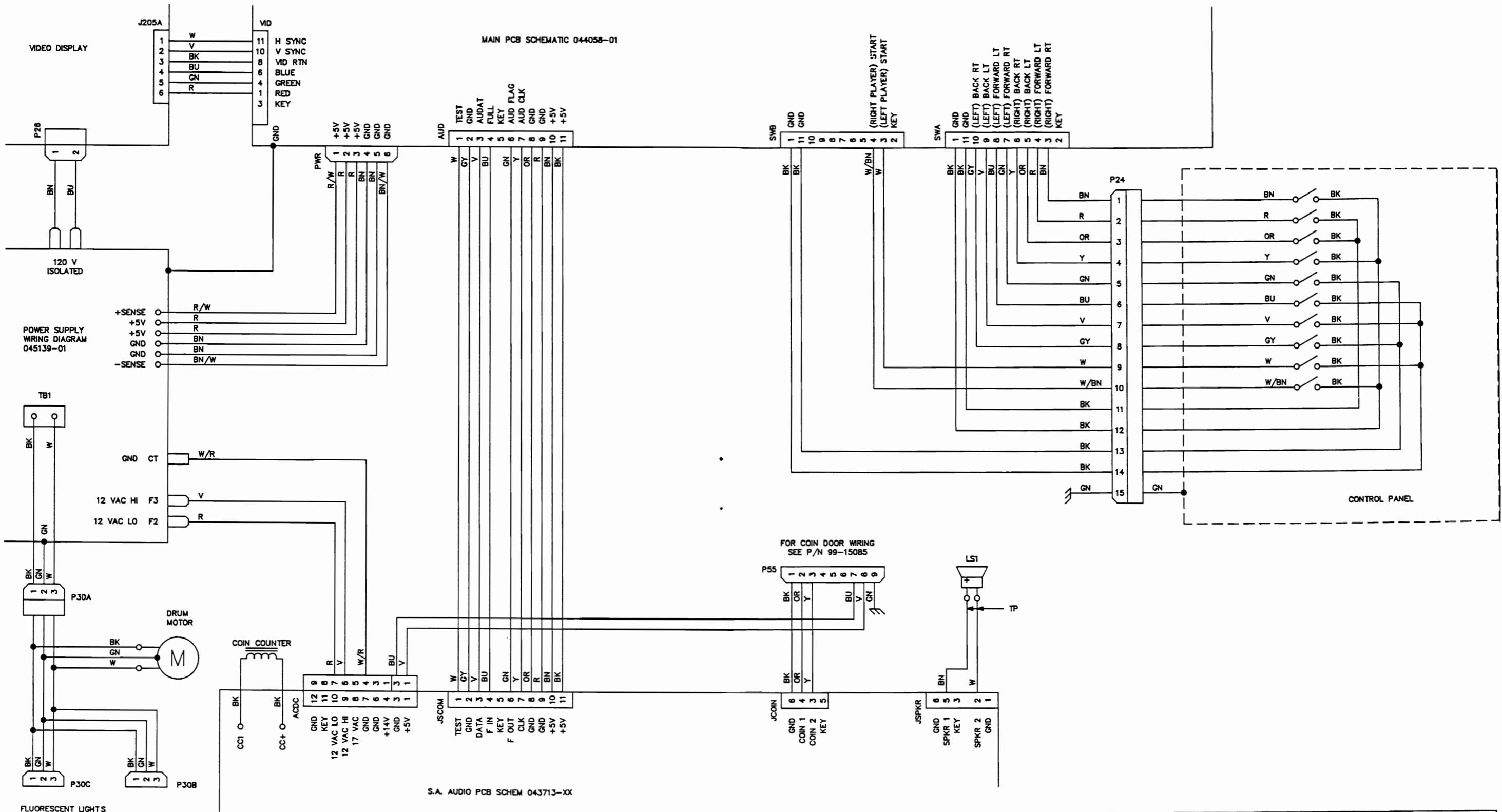
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Toobin™ Memory Map



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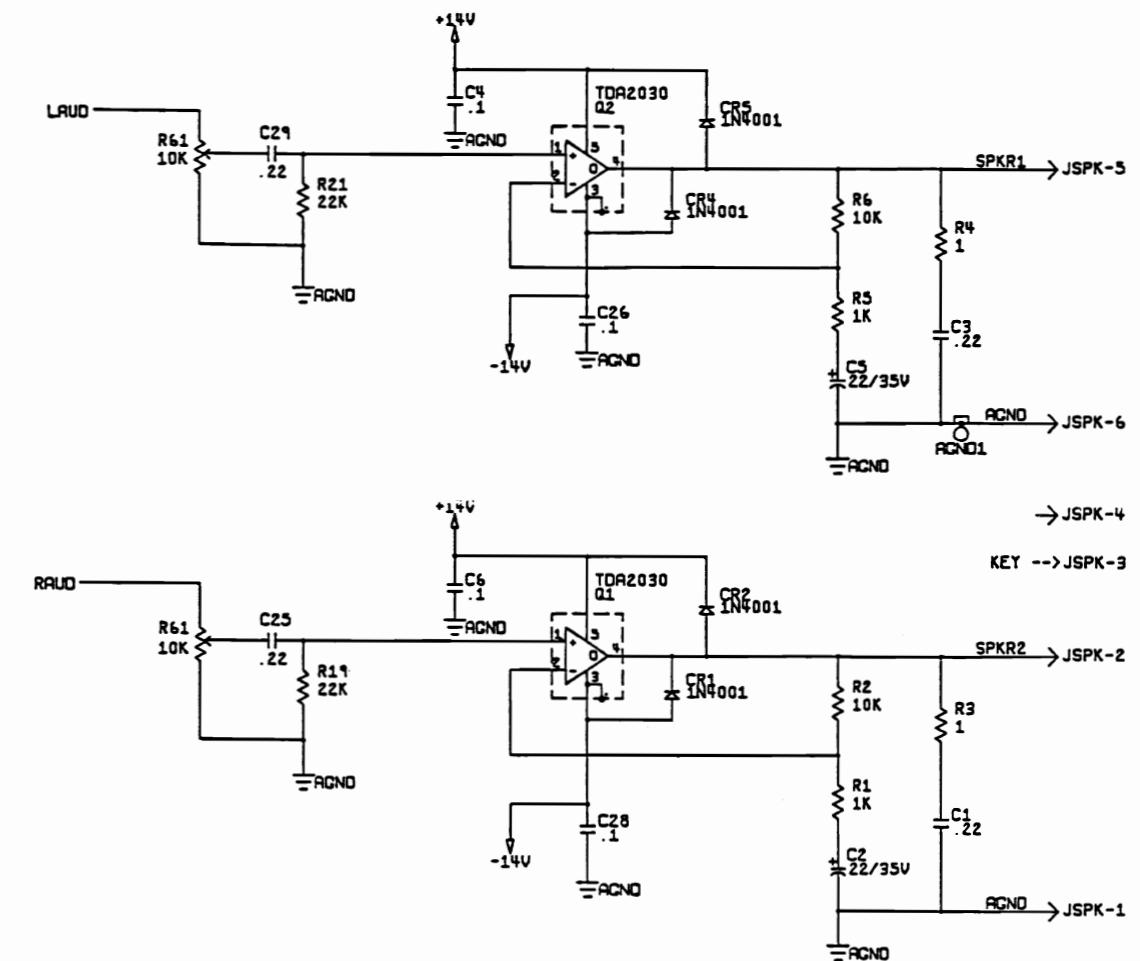
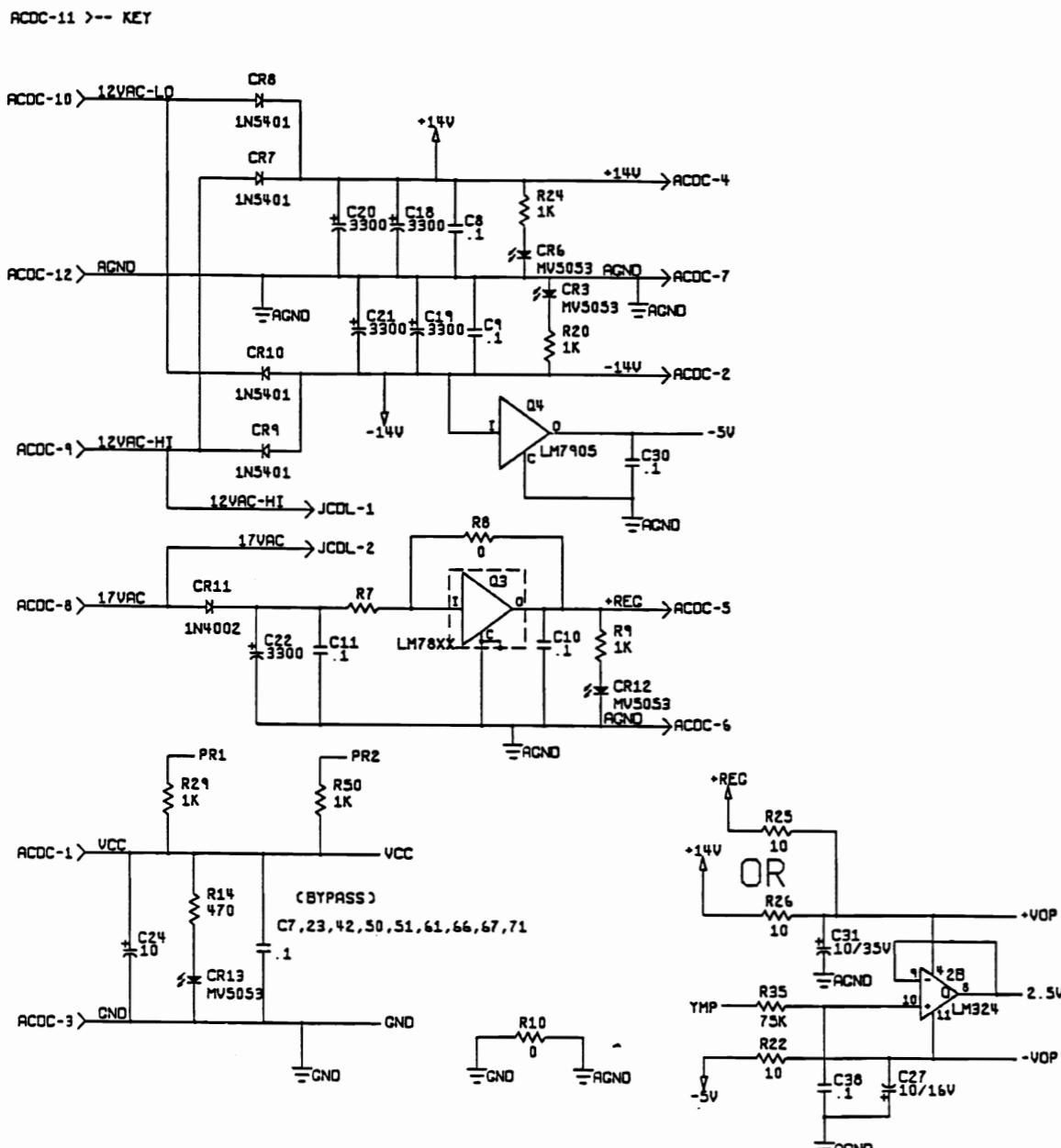
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Toobin™ Main Wiring Diagram



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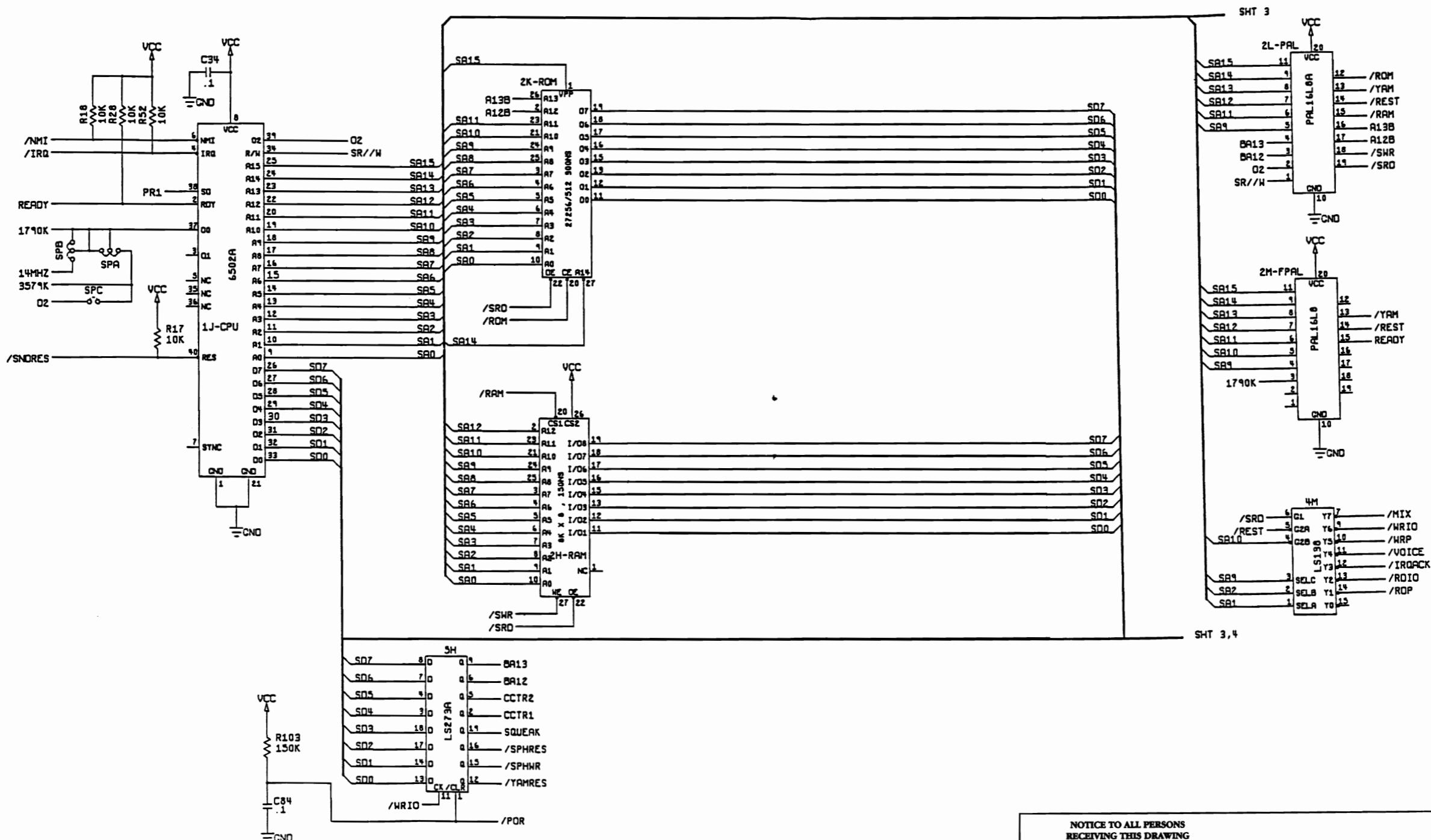


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Stand-Alone Audio PCB Assembly Schematic Diagram, Sheet 1





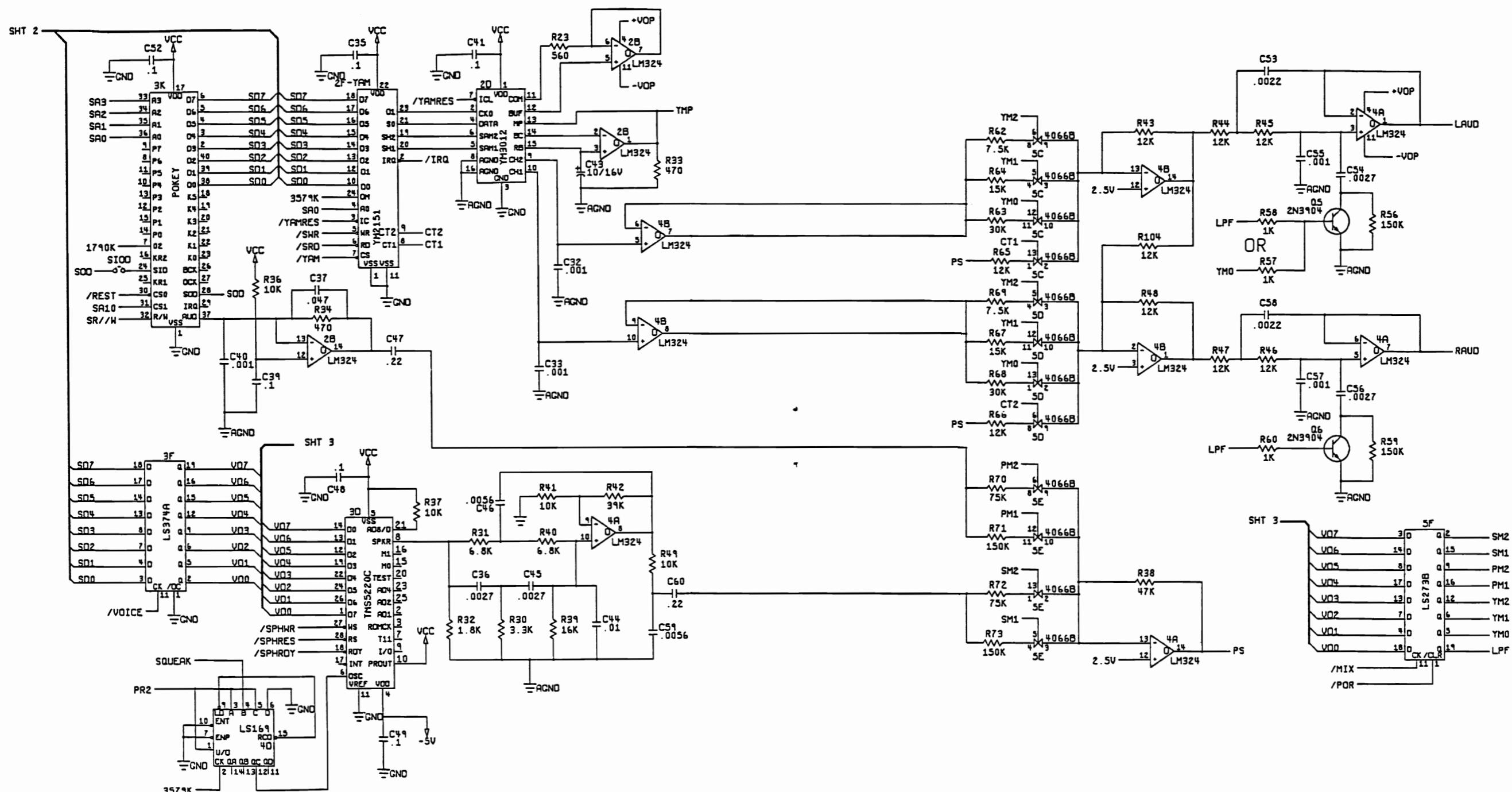
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**Stand-Alone Audio PCB Assembly
Schematic Diagram, Sheet 2**



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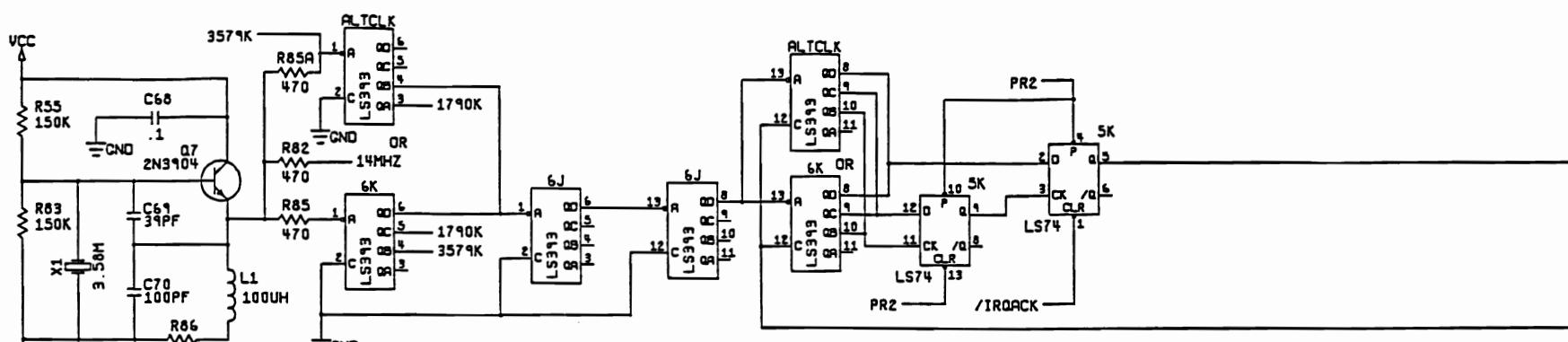
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**Stand-Alone Audio PCB Assembly
Schematic Diagram, Sheet 3**

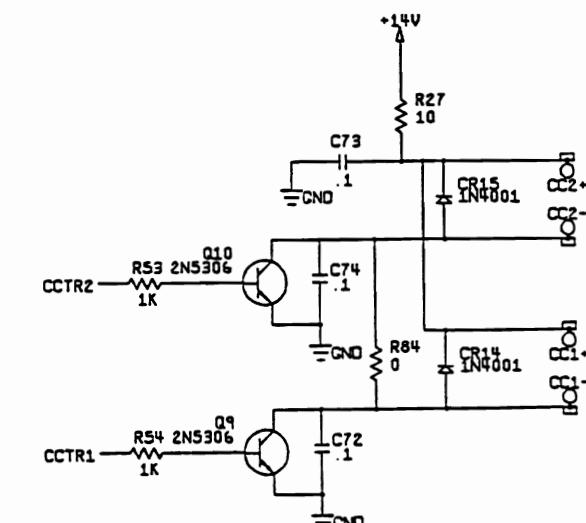
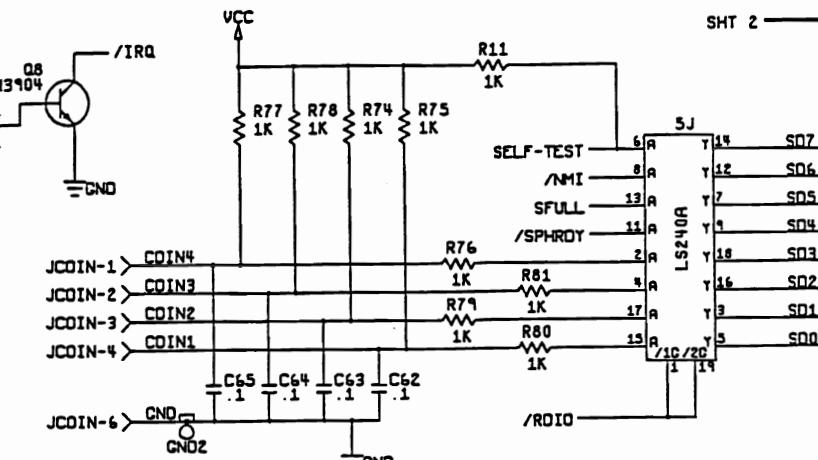
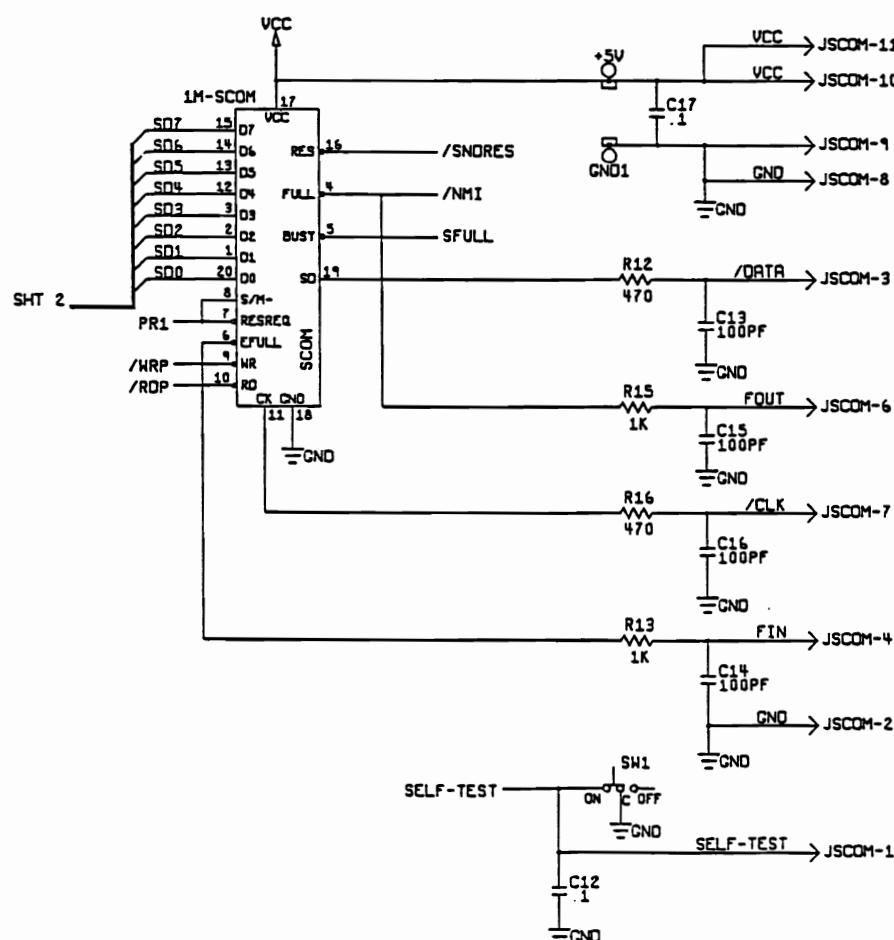


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KEY --> JSCOM-5



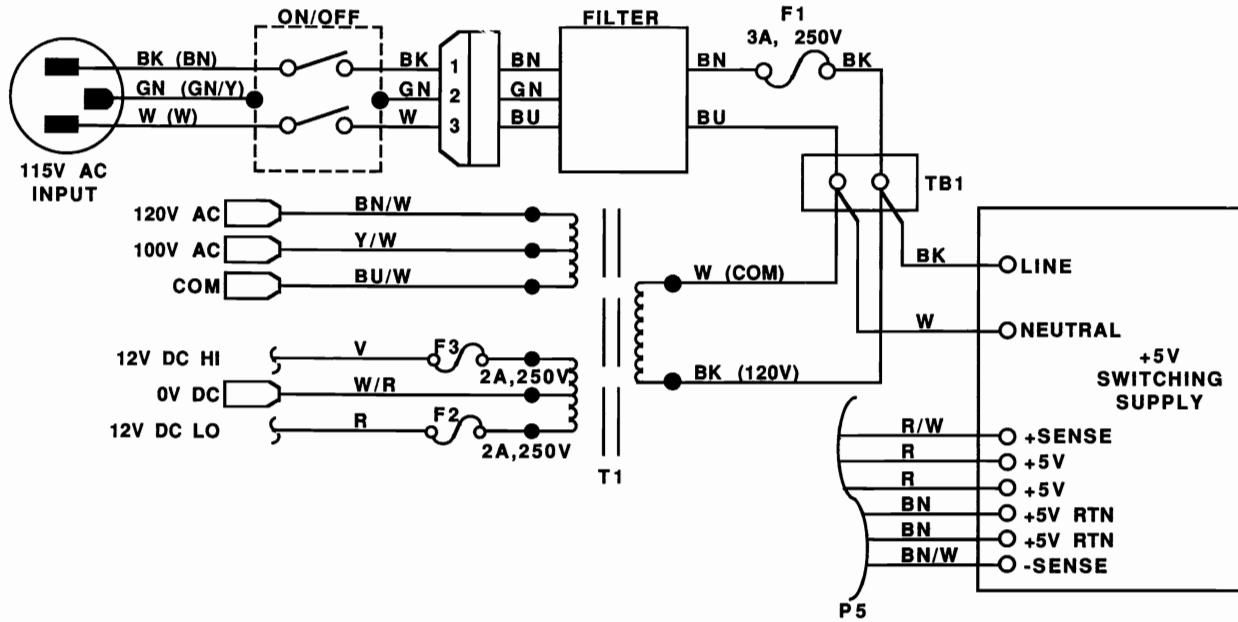
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**Stand-Alone Audio PCB Assembly
Schematic Diagram, Sheet 4**

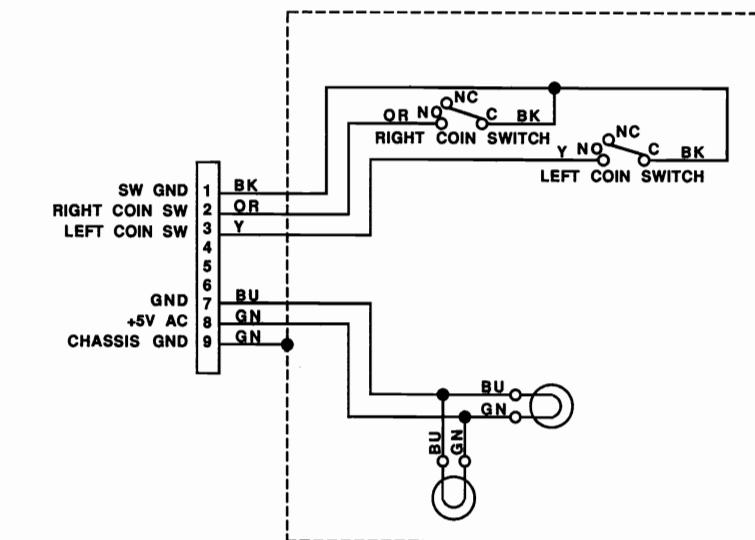


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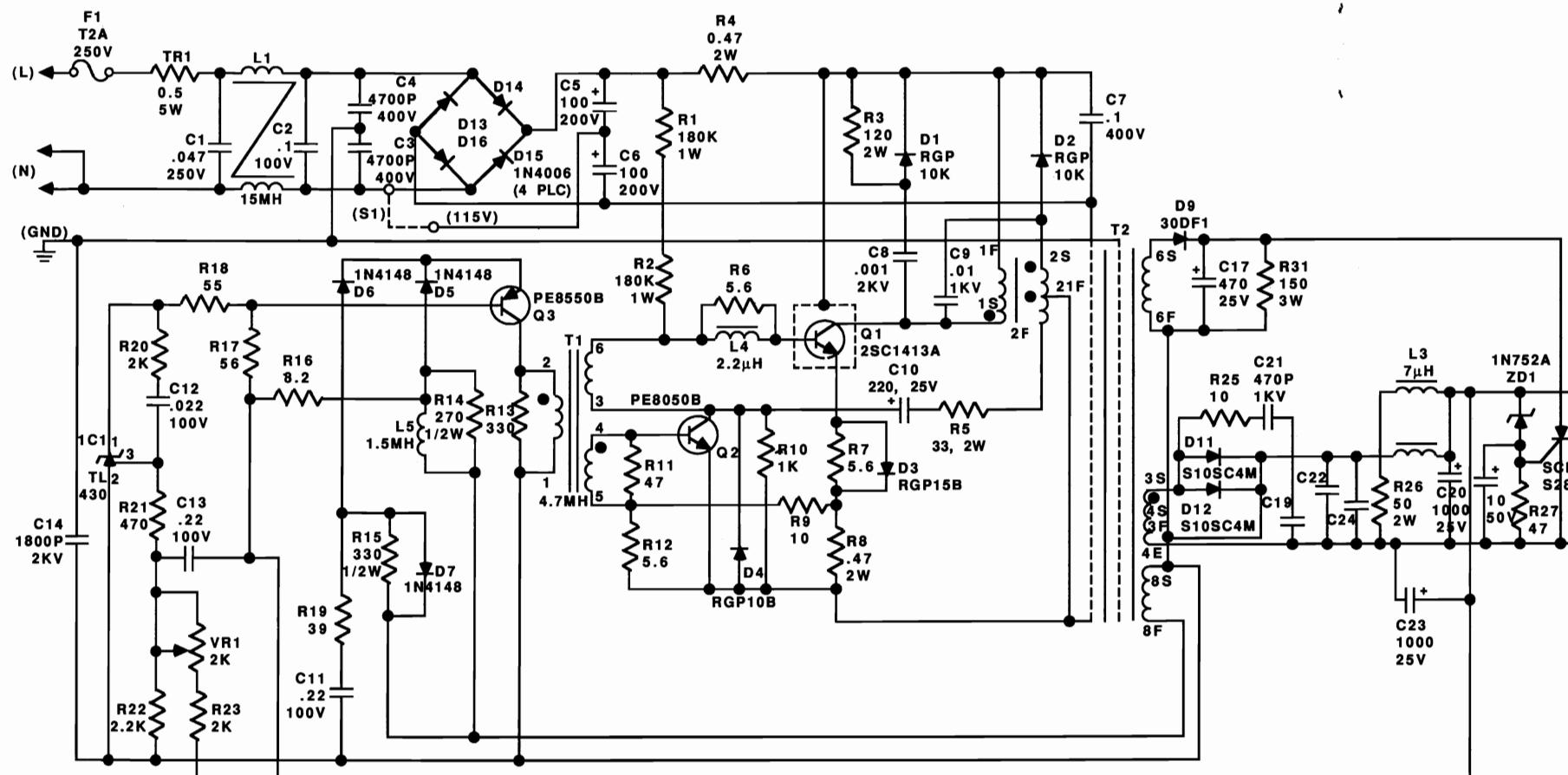
SP-320 Sheet 22
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Switching/Linear (SL) Power Supply



Coin Door Wiring Diagram



ATARI PART NO: 149003-003 (120V)
149003-103 (240V)

Hitron 5V 10A Switching Power Supply

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Wiring Diagrams for Switching/Linear (SL) Power Supply, Hitron 5V 10A Switching Power Supply, and Coin Door